THE WORLD OF FREE SOFTWARE – YOUR MONTHLY GUIDE

AMIGA · PC · ST

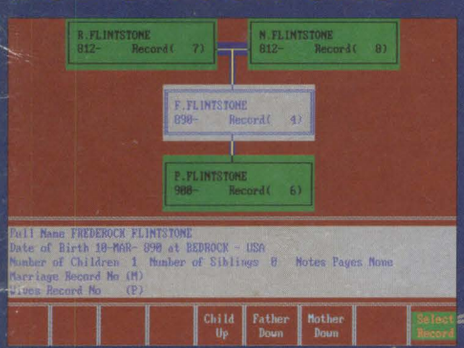
PUBLIC DOMAIN

AMIGA · PC · ST

ISSUE 9 ● £1.95
AUGUST 1992

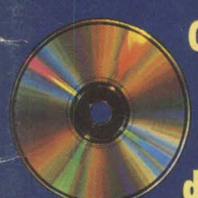
THE LATEST PD, SHAREWARE & LICENCEWARE REVIEWED

BOB'S YOUR UNCLE



Using PD to keep track of your family tree ...PAGE 52

COMPACT SOLUTIONS



Get an entire PD library – on a single compact disc ...PAGE 40

WHEN IS PD NOT PD?

Find out how Déjà Vu turns PD prices into profit ...PAGE 65

BETTER BY DESIGN

Let your imagination run *free* with public domain CAD packages ...PAGE 25

DATEL PRODUCTS WORTH OVER £750 MUST BE WON!

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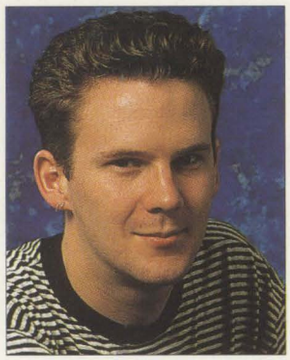


Welcome to issue nine of *Public Domain*. Summer's here and it's time to start saving for your hols.

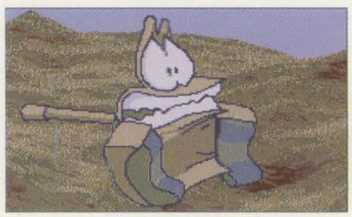
And if you're looking to save some dosh, the public domain is just the place to find the programs that won't cost you the equivalent of a fortnight in the Bahamas.

Get back to your roots with genealogy programs. Family trees are complicated to compile, requiring reams of paper and even more floor space. Computers cut out all this paperwork, and can help you analyse your ancestry with ease. Find out all about PD genealogy programs on page 52.

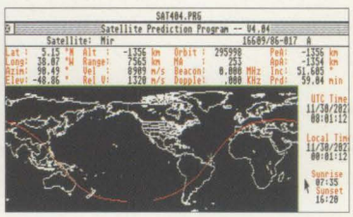
Desk cluttered with teetering piles of disks? Can't find the program you're looking for because of all the mess? A CD ROM may be the answer. These can hold the equivalent of 800 disks worth of PD programs – enough to contain an entire library on a single disc! Quick – flick to page 40.

We cover CAD too. Use your computer to help create objects for the real world. Page 25 is the place.

Adam Waring



More animated antics from the Eric Schwartz in the Demos section. See page 44



Satellite-tracking software is on review in the Home and Education section, page 56

THE PD TEAM – ISSUE 9

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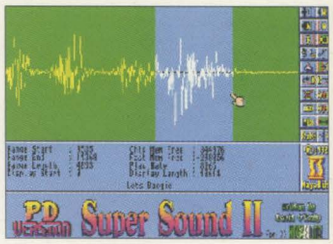
8 Letters
Get your views in print. Here's your chance to let the world know exactly what you think about all things PD

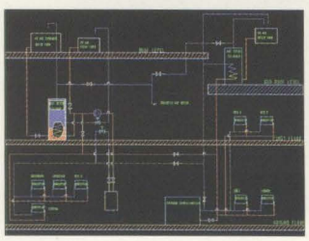
10 Reviews: Programming & Utilities
If you're into a spot of digital DIY, then this section is the PD answer to a Do-It-All catalogue – graphic manipulation, programming languages, replacement front ends, sprite designers... all available at bargain prices



20 Problem Solved
If you've got a PD problem, we can work it out

22 Magnetic Media
Want something to read between issues of *Public Domain*? Worried about the environment? Diskzines are what you need – fun, interesting and eco-friendly (no paper, you see)

25 Computer-Aided Design



Your dreams can become reality – or at least workable designs on your computer. CAD programs make drafting precise plans and accurate blueprints a doddle. We show you what they can do and recommend the best CAD packages for each machine

30 Reviews: Games
You're in a room. There's a computer. A pile of PD games disks and a copy of *Public Domain* are next to it. You don't have time to play all the games. Do you want to read the games reviews sections in *Public Domain* to find out which are the best (Y/N)? (Hint: the answer's Yes!)

40 CD ROM

CD technology? Surely it's far too expensive to be of any use to the public domain? Wrong! There are a number of ways PD is making use of CDs and we tell you all about them

ENTS

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Animations, slideshows, intros, music disks...if they're pure entertainment that require you to do little more than wham in the disk, then here's where they'll be reviewed

Win! Win! Win! 49
Superb Datel products for the Amiga, PC and ST up for grabs

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Creating Your Family Tree 52
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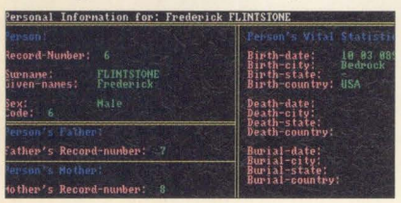

Reviews: Home & Education 56
The public domain leads the way in specialist interest and early learning software. Commercial companies just can't compete in terms of variety and quantity. We put the latest batch through the rigorous *Public Domain* quality tests

Public Eye: Déjà Vu 65
Whenever a Déjà Vu disk is bought, a percentage of the price makes its way back to the author. Is this just a token amount, or do the programmers make a comfortable profit? We ask the head of Déjà Vu, Sandra Sharkey

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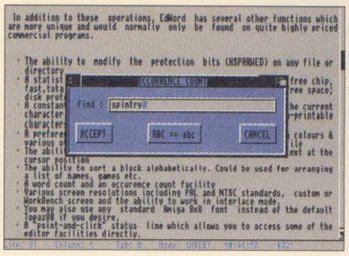
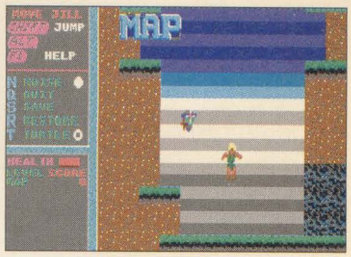
Great money-saving offers on top programming packages

Reviews: Business & Applications 74
Whether you run a car cigarette lighter manufacturing plant in Taiwan or just need to keep track of your bank account the public domain has the software to help you out

Index 82
Every program reviewed in this issue listed so that you can locate them in an instant


In addition to these operations, EdWord has several other functions which are more unique and would normally only be found on quite highly priced commercial programs.
Find :
ACCEPT
CANCEL

Word processors are put through their paces in the Business section, starting on page 74



Jill of the Jungle looks good, but how does it play. Find out in the Games section, page 30

ENTER THE PUBLIC DOMAIN

The public domain is a weird and wacky place where you can get all sorts of software at prices you wouldn't believe – some of it even free! Cheap doesn't mean nasty, though. A lot of it is every bit as good, if not better, than full-priced programs. But, we have to admit, there are some duds out there too. We aim to point you in the direction of the decent stuff and review all the software as if it were a commercial product; we're not going to be soft just because it's cheap.

If you're new to PD and don't know what all the different varieties are and how to get hold of the disks, this is the place to start...

So, what does it all mean?

● **Public domain:** A generic term which at its simplest and purest level refers to non-copyrighted software which can be distributed freely. You can copy a public domain disk with no fear of breaking copyright laws. If you order disks from a library, then in theory you should only be charged for the distribution and copying costs. Freeware is virtually the same as PD except that the author retains the copyright to his program and you are not allowed to alter the program in any way.

● **Shareware:** Operates on a try-before-you-buy basis. Distributed in the same way as PD software (your mates can copy it), the difference being that if you like the program and intend to use it regularly you are required to send off a registration fee. This is usually fairly minimal, and represents good value as some shareware programs rival commercial counterparts, and there are often very good inducements to register.

● **Licenceware:** Certain libraries are licensed to sell the software – it's not allowed to be sold for profit without official permission – and for every copy of the program sold the author receives a royalty. Some licenceware cannot be copied freely among friends – check with the doc files on the disk for this information.

The briefing session – essential info

Type: We review three sorts of software: PD, Shareware and licenceware. Check out What Does It All Mean? above for a full explanation of the differences between them

Author: Here we credit the people who programmed the software

Requirements: The minimum requirements you'll need to get the program running, including memory, disk drives and graphics cards

Disk number: The catalogue number of the disk if you want to obtain it from the credited library. Other libraries that supply the disk will probably give it a different number

Registration fee: Only applicable to shareware. If you decide you want to carry on using the software you are required to send away a registration fee. Details of how to register, and any benefits you might receive if you do so, will be on the disk itself. DON'T send the registration fee to the library because a) the registration address will probably be completely different and b) you are allowed to test the program before deciding whether you want to splash out on it.

Available from: We credit the library who supplied us with the disk, but PD and shareware is available from various sources so feel free to 'shop around' for cheaper prices or a better service

Ratings bar: All reviewed software is given a percentage rating

IN BRIEF

Type	PD/Shareware/Licenceware
Author	A Genius
Requirements	512K • Hard disk
Disk number	101
Registration fee:	$10 (Shareware only)
Available from	We'll credit one source, but most disks are available from a number of libraries

COMPUTER 60%

PUBLIC DOMAIN NEWS

Phone follow-ups

Shareware distributor Independent Computer Supplies (ICS) has employed a telesales team to call up people who have ordered shareware from them, to remind them to register.

ICS is to keep track of orders made by its customers using a database that notifies the company when the shareware trial period has expired. This prompts its telesales team to phone up the user to enquire if they want to register the package.

In the past ICS sold only hardware and consumables but, "wanted to expand its existing business by incorporating software in its range, and shareware was the obvious answer as it offers the widest choice of value-for-money packages," say company directors Mehmet Kemal and Darren Walton.

"While most people start a library and start selling disks, we're doing it the other way round," Mr Walton told *Public Domain*. "We're going to sell shareware as a product against commercial programs that are available. If a person is looking for a specific type of program, then we'll recommend the shareware version to them first so they can try it out."

Currently ICS handles registered products from Sterling Data Services, NDS, Shareware Marketing and Deansoft, amongst others, and is also negotiating with other companies for distribution rights.

"If someone has an unregistered version and wants to register then we'll look to getting the registered version for them," said Mr Walton. The company would also like any authors who are interested in getting ICS to distribute their shareware programs to contact the company.

For more information, contact ICS (Northern) Ltd, Tayson House, 34-38 Chapel Street, Bradford BD1 5DN ☎ 0274 741410.

Enterprising library

A new PD library has been set up with the help of funding supplied by the Prince of Wales Trust and the Enterprise Allowance Scheme.

The company's name is Software Sanctuary, and it supplies PD and shareware software for the Amiga. It used a grant of £1,500 from the Scheme to start up.

Among the disks in the company's collection are to be some exclusive animation disks created by the renowned Amiga artist Tobias Richter.

For more information, call Software Sanctuary on ☎ 0495 310040.

NEW LICENCEWARE

A number of established PD libraries have joined together to form the Central Licenceware Register (CLR), an organisation designed to promote the distribution and quality of licenceware software.

The organisation comes after the recent failure of the ST PD Confederation, and the formation of the Public Domain Standards of Distribution (PDSD) and United Public Domain Distributors organisations, some of the members of which are also in the CLR. The CLR is run independently of these other schemes and membership in one does not necessarily mean that a library is automatically a member of another.

Libraries that are currently in the Central Licenceware Register are (in alphabetical order):

17 Bit Software, Blitterchips, Essex Computer Systems, Goldstar, Loadcrest PD, NBS, PD Soft, Start Computers, Vally PD and Virus Free PD.

In the new scheme, all the participating libraries donate their licenceware products into a central pool which is run by an independent non-contributing library. Here the software is checked for quality and given a catalogue number before it is sent to each of the participating libraries.

This could become a familiar sight to Amiga owners – the title screen is to be found on all of the Central Licenceware Register's titles

As well as providing a pool for licenceware software, the scheme has also been designed to benefit the programmers of the software. Every month each library in the scheme will send £1.00 for each CLR licenceware title sold by that library. This cost will be netted from the fee charged for the title; £3.50

TRANSATLANTIC SHAREWARE REGISTRATIONS

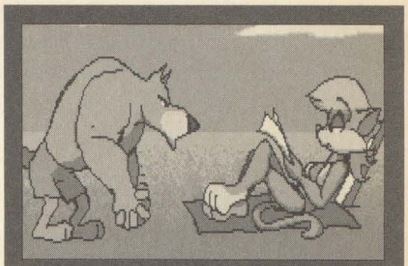
Users of a number of leading shareware packages from the USA and Canada will soon be able to register the products in the UK in sterling instead of dollars thanks to the recently-formed Eurosoft. A similar scheme will eventually be offered for European shareware authors who want to promote their products in the USA.

Eurosoft consists of two companies, Hillfoots Data Services in Britain and Heinz Abegglen of Switzerland. Hillsfoots will accept registrations from users in the UK, Ireland and Scandinavia, while users in mainland Europe can send registrations to the Swiss office.

According to Roderick Begbie of Hillfoots Data Services, "Much of the shareware distributed in the UK and Europe originates in North America but it appears that authors receive a very low rate of registrations from this side of the Atlantic. We believe the sheer inconvenience of dealing in dollars and sending remittances to the USA and Canada deters many users from registering. We can give American authors a unique opportunity to contract into a single agency agreement which covers the whole of Europe."

In the wider sense, Eurosoft is not a shareware library so it isn't competing with other libraries, unless they offer their own registration service. It's in its and the authors' own interests that the software is distributed as widely as possible and that it offers a good service.

If you're an author interested in having your software handled by Eurosoft or you want to find out more, contact **Hillsfoot Data Services, Mains House, Tillicoultry, Clackmannanshire FK13 6PQ.**



Eric Schwartz's *At the Movies* animation is now the recipient of an international award

SCHWARTZ A WINNER

All Amiga PD enthusiasts should be familiar with the quality animations by American Eric Schwartz, but now this recognition is on a much larger scale.

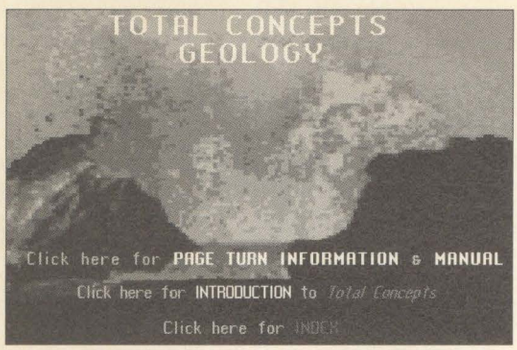
At the Beach, one of Eric's most recent productions, has won top place in the 2D animation category at the International Bit.Movie Festival (sic) held in Italy in June. The festival is emerging as an important event in the field of computer graphics.

If you're interested in entering in the competition next year, write to: **Bit.Movie 93, Circolo Ratataplan, c/o Carlo Mainardi, via Bologna 13, 47038 Riccione, Italy.**

ORGANISATION

for a one-disk program and £4.50 for a two-disk title.

The scheme comes into effect on the 1st July, from which date the libraries will offer a collection of 15 titles which were previously only available from a couple of sources. These titles will be divided into three categories: Utilities and Applications, Education and Games. The CLR licenceware disks are distinguishable from other Amiga disks, both PD and licenceware, because of a specially-printed logo and title screen that appear on each disk in the range.


TOTAL CONCEPTS
GEOLOGY
Click here for PAGE TURN INFORMATION & MANUAL
Click here for INTRODUCTION to Total Concepts
Click here for INDEX

Titles such as *Total Concepts: Geology* are about to explode on to the Amiga scene courtesy of the Central Licenceware Register

Membership of the organisation is open to any PD library that has successfully run a full-time operation for at least six months and offers a manned phone during office hours. Libraries do not have to contribute disks to the range but must distribute any exclusive licenceware programs at their disposal to the rest of the organisation. Loadcrest PD has been nominated to collect and label the disks for the next six months. Any libraries interested in joining the organisation should contact Loadcrest.

Until the formation of the CLR, Déjà Vu Software, run by Sandra Sharkey, was the main source for Amiga licenceware programs and the Central Licenceware Register is seen by many people in the PD industry as being in direct competition with the more established organisation. (To find out more about Déjà Vu, have a look at our Public Eye feature on page 65).

If you're a library interested in joining CLR, contact **Loadcrest PD** at **38 Eastbank Street, Bolton, Lancs BL1 8LT ☎ 0204 33367**. General enquiries can be made to any of the libraries in the scheme.

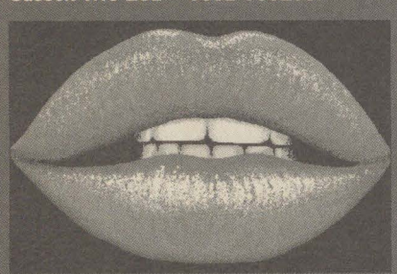
ALCHEMY IN THE UK

The Public Domain and Shareware Library is to publish registered versions of shareware software from US-based Alchemy Mindworks in the UK.

Alchemy Mindworks is well-known in the PC shareware scene for its graphics programs, including the impressive utilities *Graphics Workshop* and *Gallery*.

Now users of Alchemy's products can register them in the UK instead of having to send a registration fee overseas.

The Public Domain and Shareware Library can be contacted at: Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL ☎ 0892 663298.



This distinctive graphics screen is from *Graphics Workshop*, which can now be registered in the UK

COMPETITION WINNERS GALORE

Dataflex Modems

These lucky readers have each won a brand new Pocket Biscom II modem courtesy of Dataflex Designs:
J Thomson, Banbury Road, Lighthorn • **Alan Marley**, Gateshead, Tyne and Wear • **R J Dodds**, Poole, Dorset

Fractal T-shirts and mugs

These lucky readers won't have to use their computers to see fractals – they'll be able to wear and drink out them as well.
Steve Taylor, East Dereham, Norfolk • **George Liddell**, Chester-Le-Street, County Durham • **David T Cunningham**, Keith, Banffshire • **M Barke**r, Bransholme, Hull • **Dick Lee**, Edinburgh

Spectravideo joysticks

And these readers will be able to play games to their hearts content with a stunning joystick from the Spectravideo range:
John Gervaise, Menstrie, Clackmannanshire • **L A Williams**, High Wycombe, Bucks • **John Noblet**, Nr Kidderminster, Worcs • **T Playle**, Colchester, Essex • **David Grimshaw**, Guildford, Surrey • **David Sallis**, Irby, Wirral • **J Tyrell**, West Derby, Liverpool • **Shaun Davies**, Barnsley, South Yorkshire • **Jonathan Williams**, Broughton, Clwyd • **David Brown**, Crownhill, Plymouth • **Reggie Peterson**, Tottenham, London • **Pam Dickinson**, Bolton • **Chris Williams**, Sandbach, Cheshire • **Stewart Hilso**n, Redfield, Bristol • **Alan Williams**, Bangor, Gwynedd • **Tony Hutchison**, Saltney, Nr Chester • **Carolyn Waterhouse**, Fareham, Hants • **Richard Pargeter**, Styvechale Grange, Coventry • **David B Wake**, Bournville, Birmingham • **Anthony Brown**, Preston, Lancs • **Denzil Pearce**, Trurel Cornall. Congratulations to you all!

Amiga library closes

A Bit on the Side, the established Amiga PD library, is to cease trading on August 31.

Up until that time the disks in its range will be available at a price of 90p each with a minimum order of five. All orders received up to and including the closing date will be met by the company.

Dave Robinson, proprietor of A Bit on the Side, told *Public Domain* the reason for its closure was: "The general decline in PD sales over the last six months. Orders have dropped off. A number of Amiga PD companies have been experiencing the same thing although the summer has a lot to do with it."

The library has been trading since June 1990.

For further information, ABOTS can be contacted at: 8 Thorold Place, Kirk Sandell, Doncaster DN3 1NU ☎ 0302 887332.

Amiga C help

Budding Amiga C programmers out there may be interested in the Amiga C Club (ACC) which helps members with C programming.

The club, run by PD author Anders Bjerin, produces a series of disks called the *Amiga C Encyclopaedia* which offers help ranging from program design to specific coding problems.

You need to be a subscriber to the club to receive the disks but the Amiga C Encyclopaedia is available in a freely-distributable form from many PD libraries. This can be registered for £30 which is effectively a membership payment to the club, or the whole package can be obtained directly from the club for £45.

To find out more about the series, write to Datra Amiga C Club, Anders Bjerin, Tulevagen 22, 181 41 Lidingo, Sweden.

Dates to remember

More All Formats Computer Fairs are happening over the coming months. Here's the low-down:

July 19 – National Motorcycle Museum, just off J6 of the M42, Birmingham
September 5 – National Motorcycle Museum, just off J6 of the M42, Birmingham
September 12 – Sandown Racecourse, Esher, off junction 10 of the M25
September 19 – Donnington Racecourse, East Midlands, just off junction 24 of the M1

For more information and advance tickets, contact John Riding ☎ 0225 868100.

SHARESENSE

98 CHATSWORTH STREET, SUTTON-IN-ASHFIELD, NOTTS NG17 4GE (0623) 558057

DATABASE

DBSTEEL * Intreg multi function excellent docs {4}
FILE EXPRESS * Excellent program {2}
WAMPUM * Much like DBase 3 {3}
WYNFIELD * Mouse control Function key help
PCFILE v5.1 * Highly rated Database {3}
PE3 * Photography equipment Database
PPS1 * People, Picture and Sound Database
CARDX * Visual Rolodex and Database
DIF12 * Database import facility for ASCII Files
JBASE * Jokes, Gages Database
KS21 * Kwikstat Statistical Data Analysis {3}
MAGCAT * Magazine/Catalogue Database
LM42 * Label Master, Mailing List Database
MVLIB * Database on over 3000 videos
NIGHTCLB * Track nightclub members & data
VT130 * Video tape library database
PED205 * Track dog pedigrees & awards
SUSIE * Complete software library management

WORD PROCESSORS

CHIWRIE * A good WYSIWYG w/pros
GALAXY * Good with easy menus
KWIKRITE * Executive W/Processor
MULTIW * Multi-Lingual W/Processor
MULTIWORD * Popup electronic Thesaurus
MOREFORM * Custom form designer {2}
FORMGEN * Another form generator
FORMFILL * Formgen companion
BUSFORM * Business forms for Formgen
SFORM * Yet another form generator
PCTYPE * Popular Word Processor {4}
SWORDP * Emulates Word Perfect {4}
PCBROW * Search, cut, paste & find text {2}
NOVA * W/Processor with pull down menus
WP5TUT * Word Perfect V5 Tutor Easy!
MULTIEDIT * Very advanced text editor
WPK * Word Processor for kids
EXSPELL * Stand alone spell checker
MRE * Memory text editor
BUSLTR * Collection of over 600 Bus. letters
MAGIC * Black Magic Hypertext W/Pros {3}
JORI * On-Line Dictionary {2}
20-20 * Large text W/Proc for Lap-Tops

SPREADSHEETS

ASEASYAS * Excellent 123 Package
LEARN 123 * Lotus 123 Tutorial
INSTACALC * Pop-Up Spreadsheet
JOSSI * Job-Oriented Spreadsheet {3}
QUBECALC * Highly rated 3-D S/Sheet
PQLITE * Pro-Cube 3-D S/Sheet good reviews

FINANCE

BILLPOWER * Time keeping, accounting {3}
CHECKMATE * Home finance manager
CASHBOOK * Freeways Best {3}
FINMRG * Finance manager complete accounts
PAYROLL * Freeway add on {3}

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360K DISKS A HARD DISK IS REQUIRED

ASSORTED GAMES

688 ATTACK SUB
CAPTAIN COMIC
COMMANDER KEEN
EGA TREK-STAR TREK
SHOOTING GALLERY
BLACKJACK
BASSTOUR Fishing game
GEMINI 3D Tank battle
PACMAN 3D
EGA ARKANOIDS
BLOCKOUT Tetris game
FLYSWAT Space invaders
KAMIKASI Shoot-em up
HDHELI Helicopter sim
FORD SIMULATOR
FROGGER
ENTRAP Ball & bat style
MARIO Mario-bros style
NINJA Fight the Ninja!
PCDARTS
PCPOOL Pool & 8 Ball
SEAWOLF Submarine Cm
STARGOOSE
WIZARD Pinball game
TRON light cycles {3}
WHEEL OF FORTUNE
XWING Battleship game
CHESS Turbo ver good!
DOMINOES
CHECKERS
SORRY
MONOPOLY
MAHJONGG Tile game
BACKGAMMON
NOUGHTS & CROSSES
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PARWIN * Genealogy/Family tree charting
PIFHLP * Pif Helper
SMITH * Home/Business accounts program
ZMANGER * Archive manager for windows
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WSCAN * MacFee's virus scan for windows
YOURWAY * Excellent personal info manager

WINDOWS GAMES

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ATMOID * Asteroid games
BG6 * Colour backgammon
BLCE12 * Block breaker game
CHOMP * Pacman style game
CHOPTER * Helicopter game
JEWEL * Jewel thief, steal jewels, avoid guards
LUNAR * Lunar lander simulation
KLOTZ * Tetris style game
LIFE * The game of life
MAHJONNG * Tile game
MINES * Avoid the minefield, pretty good
MRMIND * Mastermind game
PEGGED * Fun peg game
PUZZLE * Slide puzzle, uses .BMP pictures
SPACEW * Spacewalls shoot-em-up game
WINCHK * Checkers game
WINCHSS * Windows chess
WINHNG * Hangman game
WINSLOT * Slot machine game
WINJACK * Fast paced Blackjack card game
WWAR * Wormwars centipede style game
ZONEONE * Risk style game
YACHT * Yatze type dice game

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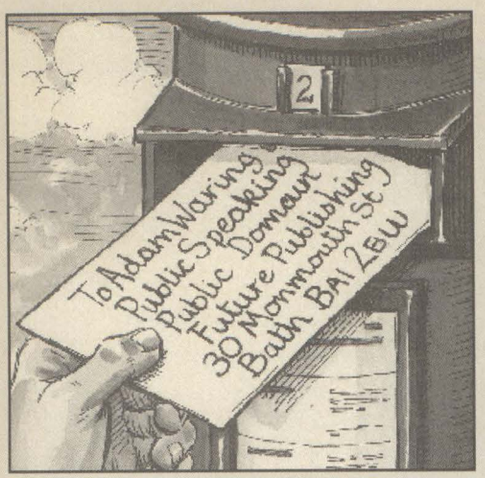

Public Speaking

What's all this about demos infringing copyright? Can we really call shareware 'free'? Shouldn't we be a little more careful about the software that we review?

These are just some of the questions asked this month in Public Speaking, the public domain letters page. If there's some public domain topic you'd like to discuss with a wider audience, then what are you waiting for? Get scribbling. Whatever the subject, I want your letters, views and bursts of uncontrollable outrage. Send them to me, Adam Waring, at: *Public Domain*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW

Not so fast

I bought my STE after owning an ST for four years. The main thing I use my computer for is writing demos. Now I hear that the Federation Against Software Theft (FAST – who are there for only one thing, to stop the illegal copying of software!) has now started to stop certain demos. These include ones with sampled soundtracks and digitised pictures. Why have they started to do this to our PD libraries?

Can we do anything to stop this happening? Also, if we cannot write demos, then what is the point in us demo enthusiasts having computers?

I do know that there is more to life than writing demos such as modems, games, DTP etc, but demos is what I do best. Please could you help me by giving me some advice on what I should do?

I think FAST has gone too far – the power must have gone to their heads. Have they got nothing better to do?

Lee Round
Co Durham

I don't think that FAST is out to put a stop to all demos being written, but is concerned that certain demos may be guilty of copyright infringements.

The demos seized at the recent raid on the premises of the South West Software Library all contained either sampled music or graphics taken from various sources and may have breached the copyright laws.

Many demos have entire sampled soundtracks taken from records. It can be argued that this may deny the original artist, who holds the copyright to the recording, royalties which are rightly theirs; people will buy the demo rather than the original record.

The action was actually brought by the Dorset Trading Standards Office, and FAST were only present in an advisory role.

There's no problem with demos that have been written that don't infringe copyright. In fact, some would say that a touch of originality would make a refreshing change. **Adam**

Pirates, basically

I have read your publication since issue one, being a fan of public domain on the Amiga. (Please don't abandon the Amiga and Atari ST in the way that *Shareware Shopper* has.) I have particularly enjoyed your articles on computer viruses, pornography and computer piracy, as well as your very fair reviews.

But imagine my surprise to read a review of *P Basic* in your July issue. I believe that *P Basic* (or *Prado Basic*) is a pirated version of *IBM Basica*.

Matthew McQueen
Glasgow G33 4NN

After researching the programming language software that was available, they were ordered from various PD libraries. The *P Basic* language was found in a PD library's catalogue listed along with many other languages.

We take a lot of care to ensure that we don't include pirated or commercial programs that have 'found' their way into the public domain. Indeed, there are many programs that we have seen that we haven't reviewed because they looked dubious such as the *Red Sector Demo Maker* on the Amiga. When we discovered that this was, in fact, a commercial program, we were able to alert the industry through the pages of the magazine.

However, it's impossible for us to check every single program sent to us – we see literally hundreds each issue. In the case with *P Basic* a bogus shareware request message comes up on screen. This has obviously been hacked in and so unless you already know of the software's origins, it's very difficult to spot.

Commercial or pirated programs that have found their way into libraries' collections generally do so purely by accident. When their true origins are found, libraries are usually only too willing to withdraw them immediately.

Public Domain urges all libraries and bulletin boards who supply *P Basic* to remove the program from their collections. **Adam**

Going Dutch

Whilst buying the Dutch TV magazine in a small village I came across your *Public Domain* magazine which I promptly bought. It wasn't 'til I got home that I realised it was not for my machine. However I still found it a very interesting read.

I actually have an Amstrad 8512 which I mainly use as a word processor but occasionally I will play games on it as well. Now I know that my Amstrad is not on a par with the PC but do you know if there are any companies providing PD products on the 8512?

P D Reeve
RAF Laarbruch, Holland

There's actually tons of public domain software available for the PCW. The PCW uses the CP/M disk operating system, and so can even use software not specifically written for that machine. One of the biggest PCW PD and shareware vendors is PCW World who can be contacted on 021-585 7424.

As for a magazine that covers PD and shareware for your machine, there isn't one exclusively that covers the subject. But our sister magazine, *PCW Plus*, covers all things PCW and has regular round ups of PD software. If you can't find it locally in Holland, then contact our subscriptions department on 0458 74011. **Adam**

Sounding off

To start with a well-used phrase... I wanna complain! *Public Domain* has really hammered the PC's music abilities in issue six, and I think that's unfair.

You said that *Pianoman* was, "...the nearest thing to a soundtracker..." in the Sound Advice article. Frankly, what a load of cobblers!

I have eight soundtracker module players and two module editors for my PC. Although I have a sound card, four of the players can even play modules through any PC internal speaker. I also know of ROL, JMS and SD4 players for the PC – so there!

And you made a real fuss about there not actually being demos for the PC. I have seven or eight demos for my PC, three of which have soundtracker modules playing.

So please don't dismiss the PC. Keep your ear to the ground – the stuff is there.

Adam Moss
Stowupland, Suffolk

We've tried to cover all three machines in all sections of the magazine in as much depth and as equally as possible, but have found very few demos or soundtracker programs available on the PC, despite a good amount of research.

We would be only too pleased to review demos for this machine to re-assert this balance, but so far the response from the libraries has been limited to say the least. If they're not sent to us we can't review them.

If you run a library that carries PC demos, then what are you waiting for – bundle them up, address them to us and stick them in the post! We'd be only too pleased to look at them and you'll be getting yourself a little free publicity into the bargain! **Adam**

Withdrawal symptoms

The average PD library has many digitised graphic and sound demos and your article in last month's issue should go a long way towards frightening libraries into clearing up.

I don't run a library for the Amiga, but I have run a library for the Amstrad CPC; I've also created one or two slideshows that use digitised images taken from the TV. Doing this hasn't bothered me much until now. After all, when you see magazines happily reviewing these demos, and the countless PD libraries distributing and advertising them, it can be hard to think of them as something that could get you a large fine, or worse, a prison sentence.

After you first mentioned the subject a couple of months ago in your news pages, I immediately panicked and withdrew two slideshows from my collection. But wait! What about the other libraries that are still distributing them? It seems that even if I do persuade them to delete these disks from their catalogues, there will still be many copies which I can't do anything about. They are probably all over the world by now, such is the nature of PD.

There is nothing I can do to stop what I've already done. I'm as good as nicked. And I'm scared to death that some mega company is about to sue me for every penny I've got.

I agree that PD libraries should start cleaning up their act, but until magazines start to state that digitised demos are illegal, and until they stop reviewing them most libraries (and especially new and experienced librarians) will assume that it's acceptable and quite legal to carry on distribute them. That's certainly what I thought.

David Carter
Penguin Software
Woking, Surrey

I don't think you're in any danger of prosecution as you have withdrawn all the material that may possibly infringe the copyright laws from your collection. To prosecute all the libraries that stock such software would take so much time and effort, and I think it's not inconceivable that the Trading Standards will regard their actions as a successful from merely 'persuading' existing libraries to cease carrying such dodgy material. The magazines must be partly to blame for promoting demos that include such breaches of copyright, I agree, but we have to follow the market, and if that's what is being produced, then that's what we have to cover.

Don't forget that the crackdown on such disks has only come about very recently, and that the libraries are likely to respond by withdrawing such programs from their collections, which is exactly what you have done. We may start to see some very different-looking demos start to appear. **Adam**

Free spirit

"The world of free software" is the line that appears at the top of the cover on this month's *Public Domain*. It also must rate as the most misleading line that I have ever read.

I own an Olivetti 286 which I bought with a small loan from my dad after our school was converted into a sixth form college and sold their computers.

I got a few packages with the computer but since then I have only purchased one commercial package. The other software I have has all been collected from magazine cover disks.

I am broke after being buying my PC and am still paying my dad off, so I was pleased to read that PD software did not require a registration fee. I bought *Public Domain* because I could not find any PD in any of the magazines I buy. Neither can I in yours.

True, there are a few PD games reviewed but they are of a low standard when compared with their shareware counterparts. I think it would be fair to say that, at least for the PC, most games reviewed in your magazine are shareware. If I had wanted to buy shareware I would have bought the shareware magazine – perhaps if I do I will find some PD software.

Jason King
Dartford, Kent

We use the term 'public domain' generically to cover all forms of freely-distributable software. Shareware is available freely; you're only required to pay the registration fee if you actually like the program and wish to use it regularly after a certain trial period.

The software available on the PC is predominantly shareware, while the other two have more of a balance, though more and more shareware is appearing for these formats all the time. Better quality programs will almost always be shareware rather than PD as more effort has been put into creating them and, after all, it's not unfair for programmers to ask for a small contribution for all their hard work, is it? **Adam**

Tips out

In issue 8 of *Public Domain* you mentioned a possible tips section for all areas of public domain software. I am writing to say that I think this is a good idea. Below I have listed a number of keycodes for the music demo *His Master's Noise* by Mahoney & Kaktus. These codes can be typed in at any time doing the demo for different effects: Train, Mahoney, Kaktus, Love, Pacman, Helene. (There's also one beginning with 'F' that you may not want to print!)

You can also press the Help at any time for help.

Richard Johnson
Castleford, W Yorks

Thanks for those codes. I'm sure that other demo fans will find them of use. **Adam**

Is nothing sacred?

Leornado da Vinci would turn in his grave if he were to see what you'd done to his Mona Lisa on last issue's cover!

Seriously, I thought the graphics feature was excellent. It's by far the best issue yet. The magazine's going from strength to strength. Keep up the good work!

C Mills
Selby, Yorkshire

Thanks for the kind words. We're constantly trying to improve the magazine, and it's nice to hear a bit of positive feedback. **Adam**

READER ADS

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IBM PC shareware/PD 3.5" disks £1.50. Eg Cobol, Xsharp, Screendraw, Image Display, Pspice, The Draw. For catalogue phone JD Soft 061-430 5208

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PDQ is our resident computer programmed especially to cope with all those perplexing problems. And Tim Howell, our techie expert who was born with a silver screwdriver in his mouth, is on hand to make sense of the garbled nonsense it churns out (it must have been programmed by a Radio 1 DJ). Send your queries to: PDQ, *Public Domain*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

Programming & Utilities

Bananas. Nice to eat but nothing to do with this section. Software that makes using your computer that much sweeter is, however, what it's all about. Here to take you through this mouth-watering prospect is Tim Howell...

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Another month bytes, erm, bites the dust. And another month that's notable for its diversity of quality software. Things seem to be getting better all the time when it comes to PD software covered by this section. It wasn't too long ago that the programs reviewed here were, more often than not, poorly-presented pieces of undocumented chaos.

Nowadays, though, authors are not only taking into consideration the quality of their programs, but everything that's associated with them as well. That's better for everyone – the programmers get a better reputation, and the public domain as a whole becomes more well-known for quality programs that you really would expect to find in the high street.

Examples of these programs this month include *Super Sound*, a very capable sample-editing tool for the Amiga; *Paint Shop Professional*, a feature-packed image manipulation package for the PC; while the ST has *HPChrome*, a program that not only works well, but has features found only in commercial programs.

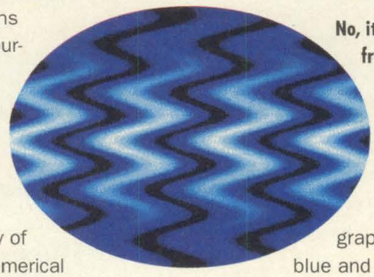
As well as the orthodox, we have the unorthodox. *Cyclops* on the Amiga is so strange it's difficult to describe. This is another example of how PD can provide programs that you would be hard-pressed to find elsewhere, but are actually useful in their own way too. The public domain is the perfect testing ground for creating new genres of software.

All of *Cydops'* functions are operated from this selection panel at the top of the screen. Exactly what each of these functions does is not entirely clear

Cyclops 1.0

This is one of those programs we have in mind when we go on about all the weird and wonderful software that you would only ever find in the public domain. *Cyclops* is so unusual it's hard to put it into any category at all.

Cyclops is a graphics tool that can be used to create backgrounds for demos and slideshows. It draws simple graphical screens which can then be colour-cycled. These screens look a lot like the copper effects used in many Amiga demos. You can change their appearance in a variety of ways by altering the numerical settings on a pop-up selection panel similar to those used in programs like *Noisetracker*; there are plus and minus buttons next to each value which increase or decrease the effects when you click on them. What the settings actually mean is hard to say – they're called things like 'Phase on the x axis' and 'Amplitude'. The instructions offer no explanations, so experimentation is the order of the day. Generally they do things like bend and warp the screens to varying degrees. It's also possible to mirror the image, while the Negative option reverses the colours.



No, it isn't a screen shot from a demo. Weird and wonderful effects like these can be achieved once you work out how to use the program

However, it's the colour-cycling options where the program becomes really impressive. When *Cyclops* is first loaded it displays the graphics in shades of blue and in 32 colours, using five bitplanes. The shades can be altered using the usual Amiga Red Green and Blue (RGB) sliders so you have all the colours at the Amiga's disposal from which to choose. It's possible to change the number of bitplanes to four, giving you only 16 colours on-screen; while this looks less impressive than the full 32 colours, the screens take up less space when they're saved.

There are several colour-cycling options which cycle the colours using different parameters. These effects, combined with a few other minor adjustments, allow for some impressive effects to be achieved.

Finalised pictures are saved either in IFF or RAW formats which can be loaded into art programs or directly into demos. They can then be used as backgrounds in games or for demo title screens, though what other applications they might have is hard to imagine.

Cyclops is an interesting program which is certainly in a niche of its own. If you're curious about what it can do take a look – you might even work out something really creative to do with it!

IN BRIEF

Type	PD
Author	Midas
Requirements	512K
Disk number	1964

Available from:
17-Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH
☎ 0924 366982

AMIGA 66%

Paint Shop Pro

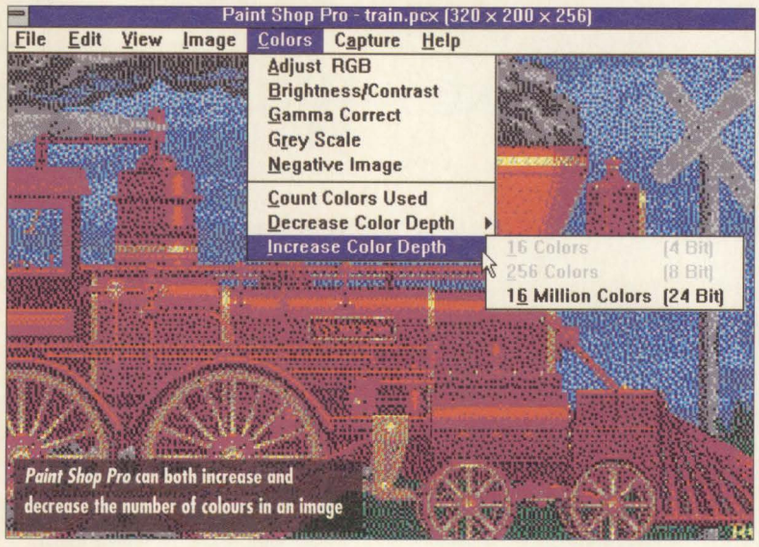
Picture this! It can swap pictures between different file formats. It can customise them to your needs. Is this the answer to your image problems...?

Every serious DTP and graphics enthusiast needs to be able to convert images from one format to another and to perform different manipulations to them. Even if you're not so enthusiastic, playing around with images can be still be a lot of fun.

Paint Shop Pro is a graphics manipulation utility for the PC. It runs under Windows – making good use of the mouse and the WIMP environment – and can handle a number of standard image formats, including: BMP, DIB, GIF, IMG, JAS, MAC, MSP, PCX, PIC, RAS, RLE, TGA, TIF and WPG. Some of these are more common than others, but most of the standard formats are supported. The program can load one format and save it as another, so it can be used for converting images.

It's *Paint Shop Pro*'s manipulation facilities that make the program really interesting. While it can't perform as many manipulations as *Graphics Workshop*, it gives more control over colour. It is possible to load images into the program and then use RGB sliders to adjust the colours to whatever shade you want.

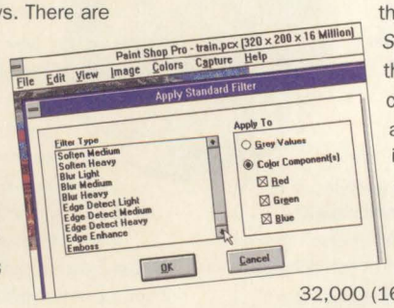
In terms of manipulation, the program is mainly limited to dithering the images. There is support for the Floyd-Steinberg, Burkes and Stucki dithering techniques which vary in the methods they use to dither the images although the results are quite similar.



Paint Shop Pro can both increase and decrease the number of colours in an image

Altered images

It is also possible to manipulate the images in other ways. There are options which enable you to: adjust the brightness and contrast of the image; use Gamma Correct (which, according to the program, corrects the difference in gamma levels between the computer's monitor and the program that created the image – the end result is an image that looks either lighter or darker than the original); flip the images; or use the Negative option to reverse the colours of the image.



Colours not quite right? Then why not try one of *Paint Shop*'s many filters to alter the hues?

One of *Paint Shop Pro*'s more novel options, and one which can generate some impressive results, is filtering. This, 'applies a two-dimensional convolution to the image,' (as the program puts a it) or, in simpler terms, perform calculated adjustments to the pixels in the image. There are a number of built-in filters in the program which can enhance the detail of an image, as well as sharpen, soften, and blur the pixels in the image.

In order to use these functions the image has to be in 24-bit format; a conversion which is simple to achieve by increasing the number of colours in the image. *Paint Shop Pro* can count the number of colours in an image and can both increase and decrease the number of colours; decreasing to two, 16, 256 and 32,000 (16-bit) colours (where applicable) and increasing to 16, 256 and 16 million (24-bit).

Because the program can handle this range of images it means it can be used as a serious image manipulation tool, although to handle images with thousands of colours requires a lot of memory, a high-end screen adaptor, not to mention the hard disk (which you need to run Windows, anyway).

If you get stuck at any stage you can call up the program's help screens. Like most Windows-based programs there is a comprehensive index-based listing which contains descriptions of all the program's functions and how to use them.

Fast worker

Most of the functions don't take too long as *Paint Shop Pro* works very quickly, which is rare in programs of this type. One oddity of the program is that when images are loaded into it they look more pixillated on-screen than they do normally. This isn't the case with the final saved image, though, so don't worry.

Paint Shop Pro is easy-to-use, with plenty of features, and makes good use of Windows. But it isn't perfect. A better range of manipulation techniques could be incorporated and the program needs to support more image file formats; not having the IFF standard, for example, is an oversight. But Windows-using graphics dabblers should find it very handy.

IN BRIEF

Type	Shareware
Author	JASC Inc
Requirements	EGA • 1Mb • Windows
Disk number	POV106
Registration fee	$39 (£25)

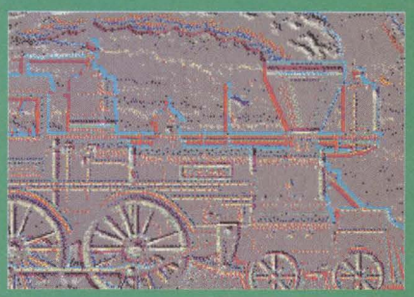
Available from
Nildram Software, 82 Akeman Street, Tring, Herts HP23 6AF ☎ 0442 890303

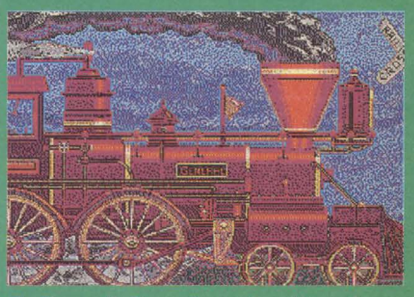
PC 84%

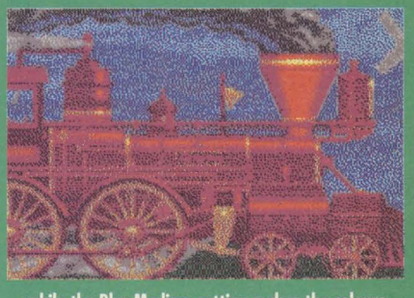
Manipulating images in graphic detail...

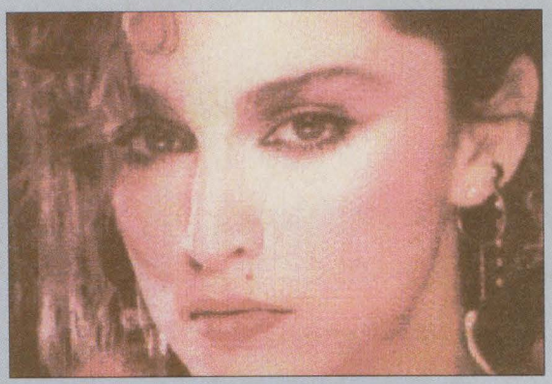
While *Paint Shop Pro* can perform a number of common manipulation techniques, it can also do a number of unusual ones. Here are a few of its more unusual techniques as performed on a colourful PCX image:

Our original image, displayed here, is a colourful PCX file of a train. Now, what can we do to it...?


The most dramatic effect is Emboss which almost makes the train look as if it's been carved in stone


The Sharpen Medium option produces this result which makes the colours more distinctive...


...while the Blur Medium setting makes the colours blend into each other, producing a fuzzy effect

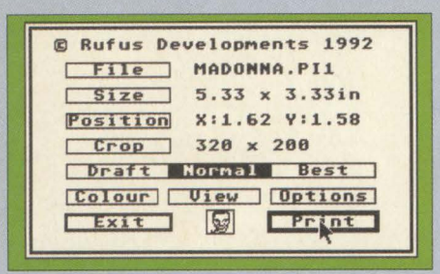


This is a scanned image of the type of output *HPChrome* produces on a colour Deskjet printer. The colours graduate smoothly and the image is quite detailed, retaining the characteristics it has on-screen

HPChrome

All Hewlett Packard Deskjet owners rejoice: you now have a program that can print out colour images. *HPChrome* can output to a colour Deskjet printer or to normal ones which have been kitted out with the colour upgrade option.

HPChrome can load *Neochrome* and *Degas* (normal or compressed) images and print them out in colour. The program enables you to choose



HPChrome does most of its work from this screen which lets you size, position and, of course, print the image

the sizes of the page and the image you want to print, and the position of the image on the page. It also enables you to print the image out in portrait or landscape mode. There is also a cropping option so that you can just print a section of a picture. When this option is selected you move a crosshair around the image to section off the part you want to print.

When printing you can print either a draft, normal or quality image; the better the quality, the longer the image will take to be printed out.

One of the program's more interesting options is to colour-correct the printer output so you can match up the on-screen colours with the colours your printer produces. While you can use these controls to match the colours, you could also use them to make the image totally unrecognisable for some interesting effects.

Using *HPChrome* is easy. It is mouse-controlled and the options are are pretty much self-explanatory and easy to carry out. One handy feature is the program's use of status bars. Instead of watching a bumble bee while *HPChrome* is carrying out its operations you see a bar on-screen, which moves across as the program nears completion of an operation.

Registration for the program is £5 which is very reasonable. This gets you a printed manual, a version of the program that doesn't remind you to register all the time, technical support, notification of updates, *Jetalog* – which is a picture cataloguing program – and, unusually, a refund if you buy Rufus Developments' next product (which will be a more advanced program along the same lines as *HPChrome*). The author, Martyn Dryden, claims *HPChrome* is the only program in the public domain that can print to a colour Deskjet; usually this is the domain of commercial DTP packages like *Calamus* and *Pagestream*.

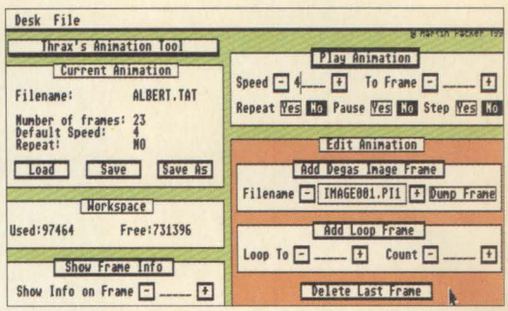
Apart from the fact that *HPChrome* is a unique PD program, it's also a very usable one and produces very good results. Recommended to those who have the appropriate printer.

IN BRIEF

Type	Shareware
Author	Martyn Dryden/Rufus Developments
Requirements	512K • HP Deskjet with colour capabilities
Registration fee	£5
Disk number	1431
Available from:	South West Software Library, PO Box 562, Wimborne, Dorset BH21 2YD

ST 83%

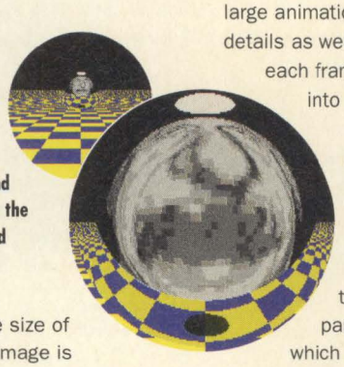
Thrax's Animation Tool



All the functions in *Thrax's Animation Tool*, such as loading, saving and playing animations, are controlled from this main screen

Watch *Terminator 2* or the titles of *The Rory Bremner Show* and you'll see some of the most advanced computer graphics in the business: they are produced by a technique called morphing. This enables one image to smoothly transform into a completely different one. While *Thrax's Animation Tool* doesn't claim to be able to produce anything quite as impressive, it works on a similar principle.

The program makes use of delta compression which, in simple terms, calculates and stores the differences between frames rather than store each one in its original form; ie, if the background for a sequence is the same in every image, then it does not have to be recalculated for every frame. This reduces the file space the images take up – after the first image has been selected, and providing the following ones are similar, the file size of each subsequent image is smaller than the previous ones.



Because the background remains the same only the ball has to be animated which saves file space

Delta compression also improves the playback speed of the animation and reduces flickering because a smaller portion of the screen is being changed with each frame. It also calculates the frames between the frames you've drawn, making the animation smoother and cutting down on your workload.

All the program's functions are accessed from a main screen which lets you load and save the animations as well as adjust their characteristics. The number of frames in the animation is determined by the number of images which have been used to create it in the first place, while how fast it runs is determined by how long or briefly each frame is displayed on-screen.

You load the Images – which must be low resolution *Degas* images – into the program in the order they're to be used in the animation. It's possible to adjust the number of frames used in the animation after the images have been loaded. Sequences can be either played individually or continually looped.

When images are added to the animation the program takes a while to calculate the differences between them. These are then stored in the large animation file that stores these details as well as the graphics data for each frame; the data is merged into a single file.

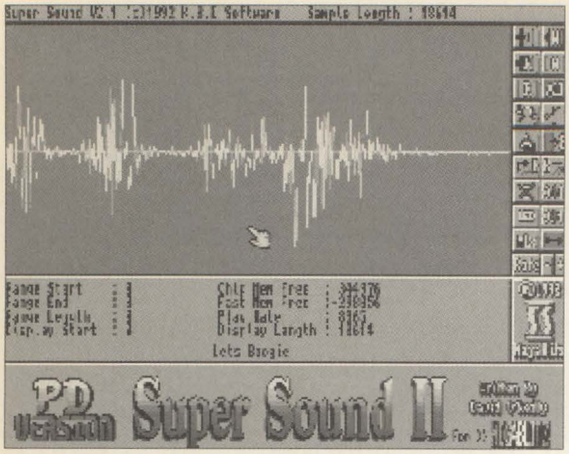
Thrax's Animation Tool comes with a smaller version of the program which enables you to run animations independently from the main animation tool. It lets you add parameters, such as speed, which you want the program to use when it's displaying the animation.

Thrax's Animation Tool is an easy-to-use program that's well worth a look if you want to create simple but effective animation sequences.

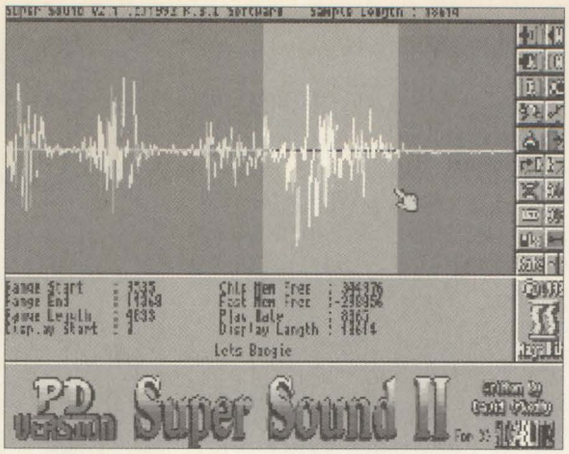
IN BRIEF

Type	PD
Author	Martin Packer
Requirements	512K
Disk number	DMG 29
Available from	ST Club, 2 Broadway, Nottingham NG1 1PS ☎ 0602 410241

ST 73%



When a sample has been loaded into *Super Sound* its waveform data is displayed on-screen so you can really see what you're hearing!



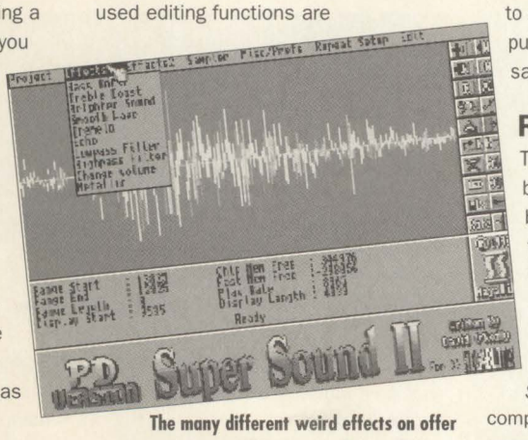
Using the mouse to highlight part of the sample is essential for editing it. From here you could delete or copy this section to change the main sample

Super Sound 2.1

So, you've got your sampled sound, but it's not quite right. Too much treble? Too long? No hassle, just customise it with Super Sound...

There aren't many demos these days that don't feature sampled sounds. With sound samplers coming down in price and the availability of disks filled with samples, playing around with digitised sounds is within the grasp of Amiga owners, and not just an elite band of demo writers. Now they can play around with them even more thanks to *Super Sound 2.1*.

A combined sampling and sample editing program *Super Sound 2.1* lets you record your own samples using a hardware sound sampler (which you have to supply!) and then manipulate them in various ways. The program can handle both IFF and Raw format samples; in other words, almost every sample available on the Amiga. When you load samples into the program you can see their sound wave information on-screen. In effect, this data is like a document as you can cut and paste parts of the sample much as you can in a word processor.



The many different weird effects on offer are accessed from two of the pull-down menus. All the editing tools are to the right

Weird effects

While cutting and pasting can create some strange effects, what's even more fun is subjecting the samples to the effects *Super Sound* has to offer. There are 18 different effects which can be accessed from two pull-down menus at the top of the screen. These enable you to perform such actions as boosting the bass and treble sounds, making the sample sound metallic, adding 'Wah' effects and shifting the sample up or down an octave. Most of these effects are variable.

The built-in sampling functions aren't overly impressive, but they're handy. Most samplers come with their own sampling software, but the way that *Super Sound* enables you to edit samples gives you some extra flexibility when it comes to manipulating them.

Most of *Super Sound*'s commonly-used editing functions are accessed from icons at the right side of the screen. The editing commands are comprehensive and make manipulating the images much easier. Using the Range function you can highlight parts of the sample and then play that part, cut it, copy it and so on. Unfortunately, you don't seem to be able to subject just a part of the sample to any of the effects; they affect the whole sample.

On-screen *Super Sound* looks impressive; it's very colourful and well laid out. The program's written using a mixture of *AMOS* and assembler and this combination works very well – it offers have the attractiveness of *AMOS* when it comes to displaying the program, and the smoothness and speed of the assembly when it comes to accessing the functions from the pull-down menus and subjecting samples to effects.

Register for stereo

The full version of the program will be out later this year and should be about £8. It will have more functions and effects than this PD version and will be able to handle full stereo samples (although most sound samplers can only create mono samples).

Super Sound is a colourful and comprehensive program capable of sampling and manipulating sound samples in a number of different ways. If you've got a sampler or are interested in editing some of the ready-made samples available then *Super Sound* could be the program you need.

IN BRIEF

Type	PD
Author	David O'Reilly
Requirements	1Mb
Disk number	U707
Available from	NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA ☎ 0983 529594

AMIGA 86%

Sample this for yourself – editing the easy way

Most of *Super Sound*'s commonly-used editing functions are accessed from icons positioned at the right hand side of the screen. Using the mouse you can select parts of the sample, which will be highlighted, and then select the editing function you want to carry out. Here's a list of the functions and what they do...

Play the sample data that is currently shown on the main screen window

Play the whole sample regardless of what is currently displayed on-screen

Play the range – just the part of the sample that is currently highlighted

Display the whole of the original sample on-screen, regardless of editing, etc

Display the range of the sample that is highlighted in the main on-screen area

Highlight the whole sample in order to copy, delete, flip it, etc

Zoom in and out of the sample to see it in detail. Essential for serious editing

Cut the highlighted part of the image to delete it or for later copying or pasting

Paste the portion of the sample that you have cut into any part of the image

Copy only the highlighted part of sample into buffer for later editing

Copy the entire sample into the buffer for later editing or repeating

Copy sample in buffer over the main sample. This erases the main sample

Delete the sample that is currently in the copy buffer. Stops accidental pasting

Increase the octave of the sample to make it sound higher in tone

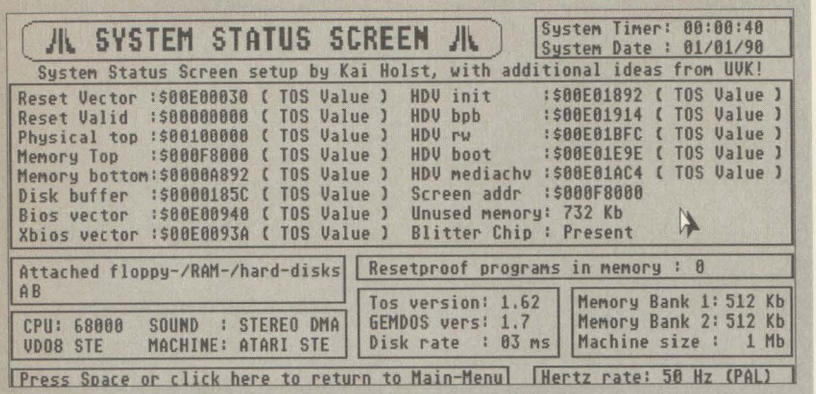
Turn the the low bypass filter (the power LED) on or off to affect sound

Decrease the octave of the sample to make it sound lower in tone

Mix the sample that's in the buffer with the sample that's on-screen

Flip the highlighted part of the sample to make it play backwards

Increase and decrease the speed the sample is played at

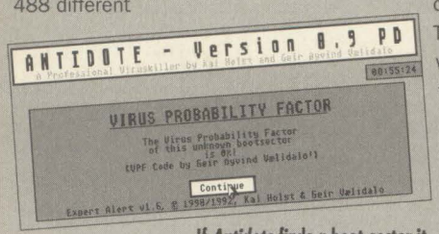

SYSTEM STATUS SCREEN
System Timer: 00:00:40
System Date : 01/01/90
System Status Screen setup by Kai Holst, with additional ideas from UVK!
Reset Vector :$00E00030 (TOS Value)
Reset Valid :$00000000 (TOS Value)
Physical top :$00100000 (TOS Value)
Memory Top :$000F8000 (TOS Value)
Memory bottom:$0000A892 (TOS Value)
Disk buffer :$0000185C (TOS Value)
Bios vector :$00E00940 (TOS Value)
Xbios vector :$00E0093A (TOS Value)
HDV init :$00E01892 (TOS Value)
HDV bpb :$00E01914 (TOS Value)
HDV rw :$00E01BFC (TOS Value)
HDV boot :$00E01E9E (TOS Value)
HDV mediachv :$00E01AC4 (TOS Value)
Screen addr :$000F8000
Unused memory: 732 Kb
Blitter Chip : Present
Attached floppy-/RAM-/hard-disks
AB
Resetproof programs in memory : 0
CPU: 68000 SOUND : STEREO DMA
VDO8 STE MACHINE: ATARI STE
Tos version: 1.62
GEMDOS vers: 1.7
Disk rate : 03 ms
Memory Bank 1: 512 Kb
Memory Bank 2: 512 Kb
Machine size : 1 Mb
Press Space or click here to return to Main-Menu!
Hertz rate: 50 Hz (PAL)

As well as its virus-checking capabilities, *Antidote* can also display your system's configuration

Antidote

This is one of the latest programs designed to combat the ever-present virus menace. When it comes to virus programs, the newer they are the better because new viruses are appearing all the time.

Antidote has been designed to detect and kill both boot sector and link viruses. The program can detect 488 different



If *Antidote* finds a boot sector it doesn't recognise, it predicts whether it might be a virus

harmless boot sectors, 52 boot sector viruses, five link viruses, and seven from special applications (what these applications are the program doesn't say).

Just pop in a disk, select what type of virus you want to check for and *Antidote* will do the business. In the case of link viruses you can set up *Antidote* so that it either checks a single file or an entire disk. The program is actually very fast when it comes to checking individual files; once the file's been found on the disk it takes only a couple of seconds, if that, to check. *Antidote* can be set up so it checks for bootblock and link viruses separately or both at once. If a link virus is found, though, this version of the program can't kill them.

As well as its virus-checking functions, *Antidote* can also give a read-out of your ST's system status. This displays such details as the amount of memory your computer has, the type of CPU, whether it has a blitter chip and the versions of TOS and GEMDOS your machine has, among other things.

Another interesting feature is *Antidote*'s Virus Probability Factor. If it finds an executable boot sector that it doesn't recognise, it scans it for code that may read or write disk sectors or change the system variables. These are characteristics a virus would have. If they are found in the boot sector, *Antidote* gives a percentage value of the likelihood of it being a virus and then gives you the option of clearing it. You have to be very careful if you do this, as many games and demos use custom bootblocks and won't be able to load if the bootblock isn't there.

This shareware *Antidote* is cut-down from the full version which is due out soon. The program is fully usable as it stands, while paying the £6 registration fee will get you full version when it becomes available.

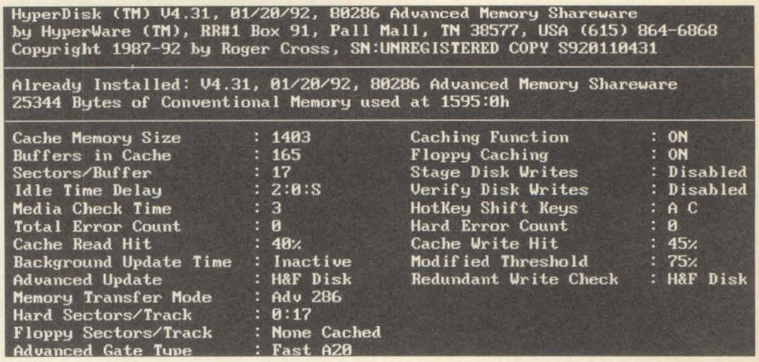
Antidote is a very competent and easy-to-use virus tool and one of the latest on the PD scene. If you want to be free from the threat of those binary bacteria, give it a look.

IN BRIEF

Type	Shareware
Author	Kai Trygve Holst & Geir Øyving Vœlidale
Requirements	512K
Registration fee	£6
Available from:	PDST, 95 Elton Road, Sandbach, Cheshire CW11 9NF ☎ 0270 762520

ST 79%

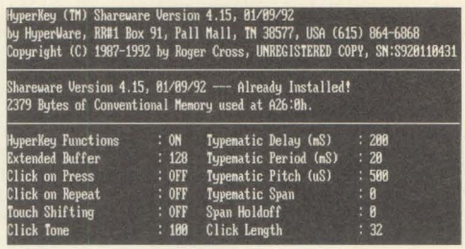
SpeedKit


HyperDisk (TM) V4.31, 01/20/92, 80286 Advanced Memory Shareware
by HyperWare (TM), RR#1 Box 91, Pall Mall, TN 38577, USA (615) 864-6868
Copyright 1987-92 by Roger Cross, SN:UNREGISTERED COPY S920110431
Already Installed: V4.31, 01/20/92, 80286 Advanced Memory Shareware
25344 Bytes of Conventional Memory used at 1595:0h
Cache Memory Size : 1403
Buffers in Cache : 165
Sectors/Buffer : 17
Idle Time Delay : 2:0:S
Media Check Time : 3
Total Error Count : 0
Cache Read Hit : 40%
Background Update Time : Inactive
Advanced Update : H&F Disk
Memory Transfer Mode : Adv 286
Hard Sectors/Track : 0:17
Floppy Sectors/Track : None Cached
Advanced Gate Type : Fast A20
Caching Function : ON
Floppy Caching : ON
Stage Disk Writes : Disabled
Verify Disk Writes : Disabled
HotKey Shift Keys : A C
Hard Error Count : 0
Cache Write Hit : 45%
Modified Threshold : 75%
Redundant Write Check : H&F Disk

All you see of *Hyperdisk* is this screen which details how your memory and disk drive is set up

Three for the price of one... well, sort of. *SpeedKit* is the shareware version of a three-program package that consists of *HyperDisk*, *HyperKey* and *HyperScreen* which are designed to improve the speed of your PC's operations. In the shareware version only the first two programs are included; the third is supplied when you register.

HyperDisk is a disk-caching program which has been designed to increase the performance of disk drives by between 300 and 1,000 per cent. Caching is the storage of often-used data in RAM so that it can be accessed much faster than from either floppy disks or hard disks.


HyperKey (TM) Shareware Version 4.15, 01/09/92
by HyperWare, RR#1 Box 91, Pall Mall, TN 38577, USA (615) 864-6868
Copyright (C) 1987-1992 by Roger Cross, UNREGISTERED COPY, SN:S920110431
Shareware Version 4.15, 01/09/92 --- Already Installed!
2379 Bytes of Conventional Memory used at A26:0h.
HyperKey Functions : ON
Extended Buffer : 128
Click on Press : OFF
Click on Repeat : OFF
Touch Shifting : OFF
Click Tone : 100
Typematic Delay (mS) : 200
Typematic Period (mS) : 20
Typematic Pitch (uS) : 500
Typematic Span : 0
Span Holdoff : 0
Click Length : 32

***Hyperkey*, like *Hyperdisk*, also displays how it is set up, as well as telling you if it has been installed on your system**

The other shareware program in the series is *HyperKey*, a program that lets the user customise the keyboard's functions. These include:

- The type-ahead buffer, which controls the amount of key presses the computer stores in memory while doing other things at the same time – now it can be up to 128 characters long instead of the usual 15
- The keyboard repeat rate, which determines how long a key has to be held down before the characters are repeated and the speed at which they appear on the screen
- Audible keyboard clicking
- Touch Shifting, which enables you to enter shifted keys separately. So, instead of pressing Ctrl-F1 at the same time, you can press Ctrl and then, separately, F1

Once installed the programs are automatically included in the CONFIG.SYS file so that they're run each time the PC is booted. While the effects of *HyperDisk* aren't noticeable in everyday use, the actions of *HyperKey* are – having a faster repeat rate and larger keyboard buffer can certainly speed things up if you know what you want to type.

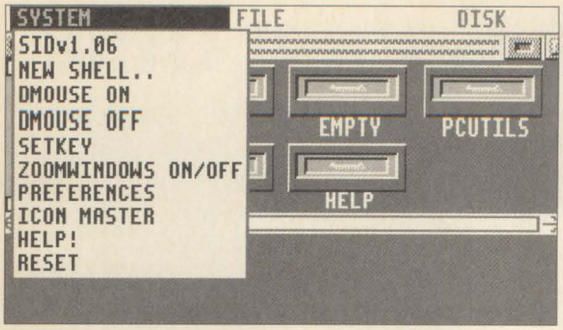
Registering the programs entitles you to a professionally-printed manual, discounts on future versions of the programs, free technical support, and registered versions of the programs. You also get a copy of *HyperScreen* which accelerates on-screen output in both text and graphics modes. This performance comes at a price, though ($69 or about £40), which you could put towards buying a hardware accelerator instead if you wanted.

SpeedKit is a competent package, useful to both casual and power users alike. If you want to speed up your PC's operations and don't want to go to the expense of an accelerator card, then *SpeedKit* may go some way to satisfying your lust for speed...

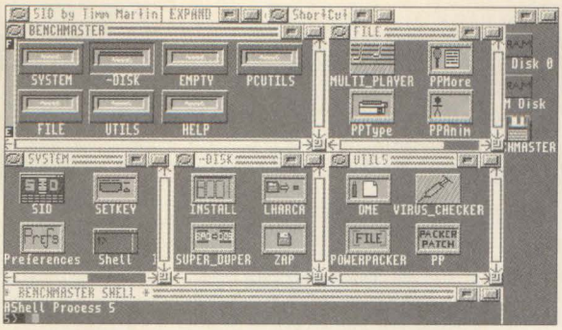
IN BRIEF

Type	Shareware
Author	Roger Cross/Hyperware
Requirements	CGA • 512K
Disk number	C2821
Registration fee	$69 (£40)
Available from:	Testware, 46 The Avenue, Harrogate, North Yorks HG1 4QD ☎ 0423 880471

PC 83%



As well as loading programs using icons, *BenchMaster* also uses *Shortcut* which enables you to load programs via pull down menus



And while *BenchMaster* can use the pull-down menus, there are icons too. This gives you some idea of what programs are found on the disks

BenchMaster

A replacement for Workbench with MS-DOS compatibility and a whole lot more...

Starting a review by stating that, '*BenchMaster* is a Workbench replacement program,' is dangerous; there's the risk that half the readers are going to think, "Oh no, not another one," and immediately turn to the next page. But hold on to your horses, because, (cue fanfare) in many respects, *BenchMaster* is an improvement over the others available, offering more features while also being easy to use.

BenchMaster is a compilation of programs that have been packaged together both to make the Amiga easier to use and give Workbench useful functions it didn't have before. It doesn't go as far in some areas as Workbench 2.0 has, but it more than compensates in others.

PC compatibility

One of the compilation's major features is its ability to read from and write to MS-DOS disks which have been created for the PC. This is one feature lacking in most Workbench replacements and while a similar function will most likely be offered in Workbench 2.1, it's a nice feature to have before the upgrade arrives. Because *SID* is also included on the disk the MS-DOS facility makes the package comparable to *MessySID* (93 per cent in *Public Domain* issue three).

BenchMaster's functions are accessed with the help of *ShortCut*, a handy tool that enables you to load programs by selecting them from pull-down menus instead of using icons or menu screens.

The utilities in the compilation are wide-ranging and include:

- *DMouse*, which Improves the speed of the mouse, provides a screen saver and highlights the box you're currently in so you don't have to click on it
- *Play Module*, which uses *Multiplayer* to load and play a number of sound module types in the background, also using cassette-type controls
- *Setkey*, which enables you to edit the keymaps of the keyboard
- *ARQ*, which provides some rather smart system requesters
- *LHarcA* , an Amiga version of the *LHarc* archiving standard. It is operated from pull-down menus instead of the less-friendly command line
- *Multi-Ripper*, which is used to search through memory and find soundtracker modules, enabling you to save them for use later on
- *IFF2PCX*, which converts IFF pictures to PCX format
- *DME*, which is a simple yet functional text editor written by Matt Dillon (in-between movie roles?) who was also responsible for *DMouse*
- *Virus Checker*, the latest version (6.00) of this widespread and powerful virus hunter and killer
- *PowerPacker*, the famous compression program used throughout the Amiga PD world
- *Packer Patch*, which enables utilities to load up crunched data files

There are also a number of smaller utilities contained in the C directory which perform simple functions but are nevertheless useful to have around. A number of commands are accessed from the Shell and most of these have shortcuts. So, for example, entering TP is the equivalent of the Type command, and MD is the same as Makedir.

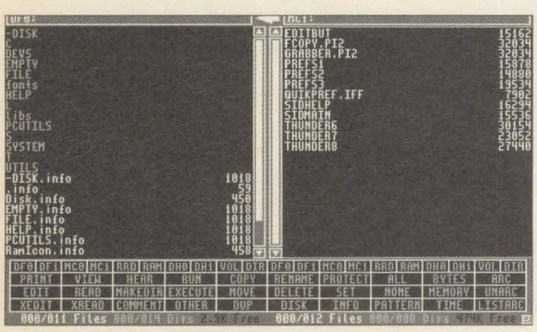
***ARQ* produces replacements for the standard Workbench requesters. They look more attractive and many are animated**

Automatic RAM

One other feature of the disk is the inclusion of a RAM disk and a Recoverable RAM disk which are both automatically set up when the disk is booted. If you have enough memory – and you need at least 1Mb to be able to use this disk anyway – you can use RAM memory to store programs and data for fast retrieval.

BenchMaster comes in the form of two disks, both of which have to be included when it is distributed. The first disk contains everything we've looked at so far, but the second disk, the Extras Disk, includes extras such as sound modules (which can be played in the background by *Multiplayer*), *Imploder* (another compression program) and *DCopy 2* (a disk copier).

BenchMaster can't be looked at as an individual program, simply because it isn't one. It's a collection of tools which have been collected together with the purpose of providing a replacement Workbench for the Amiga. As such it does a very good job, going further than Commodore itself has in many areas (which, it has to be said, isn't too difficult to do). So, the relatively conservative mark we give *BenchMaster* is a reflection of this and not the expertise that has gone into writing the programs individually.



Yes, *SID*, that versatile file utility, crops up yet again. Couple it with *BenchMaster's* MS-DOS capabilities and it's even more useful

What's the point of DOS compatibility?

One of *BenchMaster's* more unusual functions is its ability to read from and write to disks which have been formatted using MS-DOS on the PC. This can be very handy for a number of reasons:

- **If you use a PC as well as an Amiga you can transfer files between the two**
- **If you want to transfer screen captures between machines**
- **If you want to transfer PC clip art to be used in an Amiga DTP package**
- **If you want to transfer text files between the machines**
- **If you want to transfer Amiga sound tracker modules and samples to be used in a PC sound module player**

In order to do this, *BenchMaster* uses the shareware tool *MessyDOS* which, once it's set up, lets Amiga users read and write to the disks. The thing about *MessyDOS* is that it isn't that easy to set up, at least for the average user. That's why programs like *BenchMaster* and *MessySID*, which do all the setting up for you and even let you configure which drives you want to use for the two disk formats, are so good.

IN BRIEF

Type	**PD/Shareware**
Compiler	**Simon Evans**
Requirements	**1MB • Not 500 Plus compatible**
Disk number	**U701/U702**
Registration fee	**Various**
Available from:	**NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA ☎ 0983 529594**

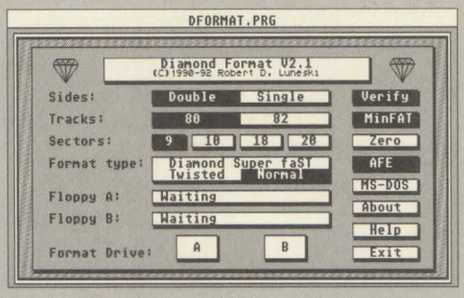
AMIGA 78%

Diamond Format

Regular readers of our Problem Solved section will be aware of the number of readers with STs who want to transfer files to and from MS-DOS-formatted disks, as used by the PC. *Diamond Format* is a comprehensive formatting program that is supposed to enable you to format double-sided ST disks in a number of ways, as well as perform a variety of disk-related functions such as:

- Formatting disks in three ways: Diamond Super Fast, which is supposed to make accessing disks faster, Twister format and Normal.
- Erasing floppy disk
- Writing MS-DOS compatible boot sector which will enable the disk to be used by a PC as well
- Creating an AFE compatible boot sector which *Apple File Exchange* on the Macintosh can read

But it is not wholly successful. *Apple File Exchange* couldn't read the bootblock created for it either and the program has problems creating a normally-formatted disk – a DOS error message kept on popping up whenever we tried.



Diamond Format's functions are controlled from this menu

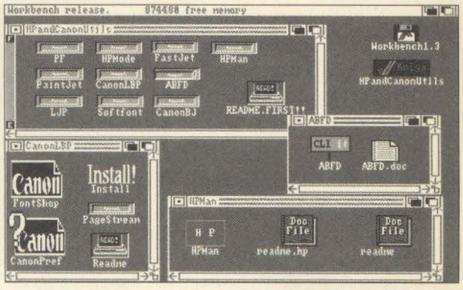
IN BRIEF

Type	PD
Author	Robert D Luneski
Requirements	512K
Disk number	DMG29
Available from	ST Club, 2 Broadway, Nottingham NG1 1PS ☎ 0602 410241

ST 54%

HP & Canon Utils

This disk has been designed for getting the most out of a variety of Hewlett Packard and Canon printers. A number of printer drivers are included on the disk and there are programs which support the printers directly. There's a bit of setting up to do first – this isn't a disk for the faint-hearted – but with a bit of time and patience it should be possible to get something worked out.



Only some of the programs on the *HP & Canon Utils* disk can be loaded from icons; many have to be copied to directories

Most of the programs are accessed via the CLI (Command Line Interface) but the drivers have to be copied to the DEVS directory of your Workbench disk or the program with which you want to use the drivers. They include: *Fastjet*, which lets you use the compressed graphics mode of the Deskjet 500 to save printing time; drivers for the Canon LBP and Printjet printers; and *LJP* which lets you print out text files on a Laserjet.

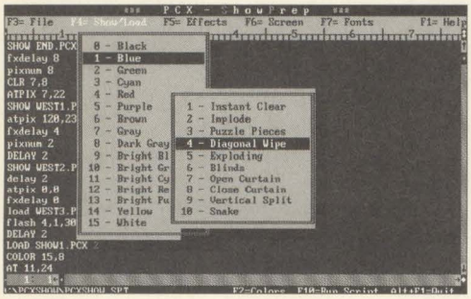
The *HP and Canon Utils* disk is useful to have around if you use these printers and want to make the most of your investment without forking out for a commercial product. A bit of setting up is required so perseverance is the order of the day.

IN BRIEF

Type	PD/Shareware
Author	Various
Requirements	512K
Disk number	SOF849
Registration fee	Various
Available from	Softville Computer Supplies, Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants PO7 7XN ☎ 0705 266509

AMIGA 76%

PCX Show



Using pull-down menus you can add commands to your scripts

Slideshows can be used for many different things, ranging from compiling a portfolio of your own graphics to giving a company presentation or even demos. *PCX Slide* enables you to create your own slideshows by arranging PCX images in order. Most PC art packages can save images in PCX format, while images of other formats can be converted to PCX using a program such as *Graphics Workshop* (reviewed in issue six).

The way the program does this is to use its own text editor, which comes with the program, *ShowPrep*. This is a specially-developed tool which lets you incorporate the commands directly from the pull-down menus and into the script. The script tells the main part of the program which picture to load, how long to display it on-screen, and which method to use to get from one picture to the next; there are over a dozen different fading and dissolve functions available to you.

Using *PCX Slide* isn't too difficult, although the different script commands used by the program take a bit of getting used to. That said, the program is powerful and offers one of the easiest and most impressive ways of putting a slideshow presentation together.

IN BRIEF

Type	Shareware
Author	PC West Software
Requirements	512K • GGA
Registration fee	£59.50
Available from	Testware, 46 The Avenue, Harrogate, North Yorks HG1 4QD ☎ 0423 880471

PC 84%

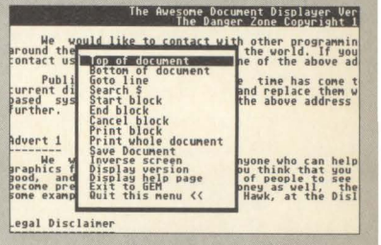
Awesome Document Displayer

When you want to view document files on the ST, usually you're limited to the Show command which gives you almost no flexibility over how you view the file. With the *Awesome Document Displayer* you can avoid using this archaic system function; it not only lets you to view text files easily, but you can search for words, go to specific parts of the document and print out parts or all of it.

Everything is controlled by either the mouse or the keyboard, enabling you to scroll through the document smoothly, by moving the mouse up and down or using the cursor keys.

You can view both low- and medium-resolution doc files without having to change the screen mode in the preferences menu with is an extremely welcome function. The program can also view text files that have been compressed with two versions of *Ice Packer*, an ST compression program.

In short, *Awesome Document Displayer* will make you view your text files in a whole new light...



You can access different parts of the text from this menu, and even print parts of it too

IN BRIEF

Type	PD
Author	Saul Hill & Peter Hobson
Requirements	512K
Disk number	GL410
Available from	PDST, 95 Elton Road, Sandbach, Cheshire CW11 9NF ☎ 0270 762520

ST 76%

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U1 Ghostwriter *
U2 Intercostal Utility V2.0
U3 Graphics Utility 2
U4 Jazzbench
U5 Loadsaicons (P)
U6 Brian Postma's Sound Monitor
U7 Diskmaster V3.0
U8 Midi Utilities
U9 Sound Workshop
U10 Icon Maker
U11 Iconmania (P)
U12 A-Render
U13 Mandelbrot 1 & 2 (2)
U14 Clerk
U15 C-Light Ray Tracer
U16 Deluxe Draw
U17 Star Charts, Biorhythms (p)
U18 Demos Creators Disk
U19 Space Writer Demo Creator
U22 Relational Data Base
U23 Clip Art Disk 1 (P)
U24 Clip Art Disk 2 (P)
U25 Commsoft
U26 Commspanion
U27 Demolisher Utilities
U32 Opti Utilities (P)
U34 Megados
U35 Amiga Computings Work Station
U36 Utilities 1 & 2 (2)
U37 Quantum and Tempest Utilities
U38 Digitech Utility Disk 1.1
U39 Various Utilities
U40 Zodiac Compackter V2.0
U42 Disk Salvage
U43 Various Utilities
U44 Master Virus Killer 2.0 (NP)
U45 Fullforce Utilities (lots)
U46 Davy Jones Fonts 1
U47 'C' Language Manual - (3)
U48 Paul's Freeware Collection
U49 'C' Language Compiler
U50 Intro Pics
U51 Art Parts 2 -
U52 Deskbench icons
\U53 Fullforce Mega Utilities 2
U54 Quickbench Plus (P)
U55 Programming Disk 1
U56 Games Music Creator
U57 Genealogy * (P)
U58 Anti Flicka
U59 Windows Bench - (2) (P)
U60 Messy Sid II
U62 AZ-Comm
U63 DBW Ray Trace package
U64 Mandel Mountains
U65 Graphics Disk 5
U66 Direct Action Animation Creator
U67 Boot Bench and Others
U68 Fonts Disk
U69 Sid V1.06 -
U70 The Comms disk
U71 Supertex Modem Utilities
U76 Modem Utilities
U77 Red Devil Utilities 6
U79 Red Devils Utility 4
U80 Mandelbrot Generator
U81 Quickbench
U82 Dynamic Duo Utilities 1
U83 Font Designer
U84 D Paint Fonts I
U85 D Paint Fonts II
U86 Journal - Accounts
U87 Spectrum Emulator + 40 Games (NP)
U88 Crossword Designer
U89 ESA Utils 2
U90 Cli Help + Others
U91 MCAD * (P)
U92 Ultimate Bootlock Collection 2
U93 Warriors Virus Killers
U94 Powerlogo
U95 Electrocad Circuit Designer (P)
U96 Amibase V3.76 (P)
U97 System Exerciser
U98 Bootbench V2.0
U99 Catalogue Workshop One (P)
U100 Catalogue Workshop Two (P)
U101 Night Flyers Utilities One
U102 Hard Disk Utilities
U103 Amateur Radio (6) (P)
U104 Bank 'N Accounts (P)
U105 Amicash Bankin Accounts (P)
U106 QBase & Spreadsheet (P)
U108 Visicalc Spreadsheet (P)
U109 GFX utils 1 (P)
U110 P.D.C. Disk A B & C (3)
U111 Analyticalc * (2) (P)
U112 Flexibase V2.0 (P)
U113 Ham Lab
U117 Special Brothers Vector Editor
U118 Bc-Fortran 77
U119 Clip It Art 3) (P)
U120 Clip It Art 4) (P)
U121 Clip It Art 5) (P)
U122 NComm 1.92 (P)
U123 North C Disk A & B (2) (P)
U124 Business Card Maker (P)
U125 Crossdos
U126 Squash I (A500+ only)
U128 Scalc & Wordwright
U129 Wordwright & Amigaspell (NP)
U130 Textplus Wordprocessor V2.0 (P)
U131 U-Edit Wordprocessor (NP)
U132 Textplus Wordprocessor V3.0 (P)
U133 600 Business Letters (P)
U134 QED Text Editor (P)
U135 Amigafox DTP V1.1 (P)
U136 Amigaspell (NP)
U138 Amigafox V1.0
U139 A64 Emulator (NP)
U141 IBeM
U143 ST Emulator
U144 Spectrum Emulator (NP)
U145 Text Engine V3.1 (P)
U147 P D Copy V3.0
U148 A-Gene (P)
U149 Commodore C64 Games Disk 1 (NP)
U150 Commodore C64 Games Disk 2 (NP)
U152 Amibase Professional II V1.2 (P)
U154 Spectra Paint V3.2
U155 Kefrens Metallion Utilities (P)
U156 Slideshow Construction Kit
U158 Microgruemacs - Texteditor
U162 AZ Spell (P)
U164 ACU General Utilities 24
U166 Amiga Coders Club (6)
U168 Cartoon Brushes
U169 Designer Disk Set (3)
U170 Door To Door
U171 Illinois Label Printer
U172 Invoice Printer
U173 Magnetic Images Clip-Art (8)
U175 Golf Recorder
U176 Multi-Fax
U177 Printer Drivers (2)
U178 Quick Start III (2)
U179 Video Application Utils (2)
U180 Vidi Fonts 1
U181 B Base II
U182 Future Composer
U183 Hack Pack (2)
U185 Nag
U186 Clerk V4.0
U188 Anti-Virus V4.2
U189 D Copy V2.0 (P)
U191 Deltrax Utils 1
U192 Deltrax Utils 2
U193 Octamed V1.0b * (P)
U194 Anti-Virus V4.12 (+ only)
U195 Little Bench (+ only)
U196 Brotherhood Utils 1
U197 Brotherhood Utils 2
U198 Brotherhood Utils 3
U199 Protracker V2.0
U200 Printer Driver Generator
U201 Amidock
U202 Roadroute (American)
U203 Multiplot
U212 Label Designer

GAMES

G4 Megaball (P)
G9 Flaschbier
G11 Moria * (P)
G12 Colossal World (P)
G13 Castle Of Doom (P)
G14 Holy Grail (NP)
G15 Golden Fleece (P)
G20 Truckin' (2) (2D) (P)
G22 Card Games (P)
G23 Super Twintris (P)
G24 Rollerpede (P)
G33 Wizzys Quest * (P)
G34 Return To Earth (P)
G35 Llamatron 512K & 1Meg
G36 Monopoly (NP)
G38 Drip * (P)
G39 Bug Bash (NP)
G41 Escape From Jovi (NP)
G42 Grav Attack (P)
G43 Downhill Challenge (NP)
G44 Battleforce (NP)
G45 Dragon Cave (P)
G46 The J.A.R. (NP)
G47 Rings Of Zon * (NP)
G48 Mayhem (P)
G49 Mechfight RPG
G52 Greyslayer (P)
G53 Scum Haters (P)
G54 Star Trek 2 * (3) (P)
G55 Pom Pom Gunner * (P)
G56 Fruit Machine * (NP)
G57 Mechforce (2) (NP)
G58 Sea Lance * (P)
G59 Klondike (P)
G61 Survivor (P)
G62 Air Ace II (P)
G63 Adventure Solutions 1 (P)
G64 Adventure Solutions 2 (P)
G65 Merv the Merciless (NP)
G66 Snakepit (P)
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G69 Wacko Jnr In Wonderland
G70 Parachute Joust (NP)
G71 Crystal Caverns (P)
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G76 Chainsaw Death *
G77 Can You Picture It * (2) (P)
G78 Crossfire * (P)
G79 Balloonacy * (P)
G81 Demolision Mission *
G82 Blackjack (P)
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G89 Bionix Challenge II
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G103 Dungeon Master Companion
G104 Eat Mine
G105 Emerald Eat Mine
G106 Emerald Eater No 1
G107 Emerald Mine pro No 4
G108 Emerald Mines Editor
G109 Emerald Mines II Recycled
G110 Frantic Freddie
G111 Full House Poker
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G113 Lore Of Conquest
G114 The Dungeon Of Duridian
G115 PD Games Vol 1
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G117 PD Games Vol 6
G118 PD Games Vol 7
G119 PD Games Vol 8
G120 PD Games Vol 9
G121 PD Games Vol 10
G122 PD Games Vol 12
G123 PD Games Vol 13
G124 Pipe Rider
G125 Ramify
G126 Rush Hour
G128 Tomtespelet
G129 Wet Beaver Games
G130 Wizard World
G131 World Of Fools
G132 Marathon Mine III
G133 Card Sharp (P)
G134 Total War (P)
G135 Airmania (P)
G136 Skyflyer (P)
G137 Puggles (P)
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D305 Odyssey (5) (2D)
D306 Seeing is Believing (2)
D307 Crionics hardwired (2)
D308 Razor 1911 Voyage

MUSIC

M10-M39 Sample Sounds (P)
M45 Protracker V1.1a (NP)
M49 StarTrekker V1.3 (P)
M77 MED V3.2 (P)
M99 Classical Music
M159 The Wall (6) 2D (P)
M182 Masters St Word 2 (P)

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PC PACK 4: PC FREEWAY CASHBOOK ACCOUNTS, a powerful accounts package for small businesses and clubs etc.
PC PACK 5: PC FREEWAY P.A.Y.E. ACCOUNTS, a powerful accounts package for medium to large companies.
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PC PACK 7: O'LEVEL EDUCATION, includes Physics, Computer studies and Maths. Full tutors on each subject.
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Did you know that if you used every program reviewed in this section over the last nine issues you will have wasted enough electricity on the dodgy stuff to power a Mini Clubman Scalectrix set for a week? So, to help you make the right choice first time, here are the best on offer...

PC

❶ LHA Utilities 2.12 — Issue 2 — 95%

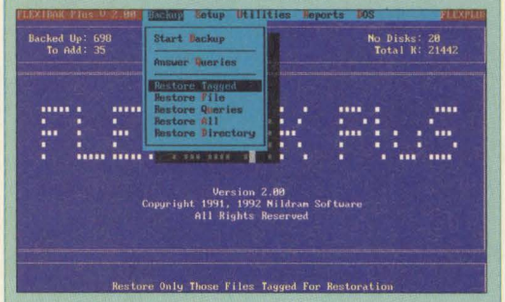
Software Services Shareware, 25 Maywood, Brynna CF7 9PZ

Archiving and dearchiving files has never been easier with this collection of powerful tools, guaranteed to compact large numbers of files into a much smaller single file.

❷ Flexibak Plus 2.0 — Issue 7 — 90%

Nildram Software, 26 Stanley Hill, Amersham, Buckinghamshire HP7 9BD

Backing up your hard disk is an essential operation, but a dull and lengthy one. This latest version of the excellent *Flexibak* takes the pain out of the process.



***Flexibak*: the intelligent hard disk back-up program**

❸ Graphic Workshop 2.56 — Issue 6 — 89%

PC Independent User Group, 87 High Street, Tonbridge, Kent ☎ 0732 771512

Not just useful for converting a wide range of graphics formats this program also enables you to manipulate images in a variety of weird and wonderful ways.

❹ Shareware Selection — Issue 1 — 88%

Benetech Systems, 21 Loughborough Road, Leicester ☎ 0533 611231

23 disks containing a variety of programs, including a number of utilities that handle such things as disk copying, a keyboard accelerator plus a few other goodies.

❺ Winbatch — Issue 1 — 85%

Omicron Systems Ltd, 45 Blenheim Crescent, Leigh-on-Sea, Essex

A handy utility that enables you to write your own batch files to control Microsoft Windows by using a powerful batch file control language.

❻ ASM 14 & CPU 24 — Issue 1 — 85%

Fantasia Shareware, PO Box 1231, Clutton, Bristol ☎ 0761 453716

Can't find the program you want? Why not write your own? These two programs work together to provide an entry-level introduction to writing PC programs in assembly. You write the programs using *ASM 14* and then run them within *CPU 24*.

❼ Quick Titles — Issue 6 — 84%

Testware, 46 The Avenue, Harrogate, North Yorks ☎ 0423 880471

Want to design you own welcome screen? Or perhaps a message to insert into one of your programs. *Quick Titles* is the easy way to write text in massive fonts.

❽ Scout — Issue 4 — 84%

Public Domain and Shareware Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL ☎ 0892 663298

A compilation packed with TSR (Terminate and Stay Resident programs) that can be recalled at the press of a key. Everything from disk formatting to executing programs.

❾ Rock Utilities — Issue 6 — 83%

PDSL Winscombe House, Beacon Road, Crowborough ☎ 0892 663298

31 utilities crammed on to two disks, most concerned with updating or extending standard DOS commands to make them either easier or more powerful.

❾ Printer Dolly — Issue 4 — 83%

Softcell Services, 25 Maywood, Drunna Pontydun CF7 9PT ☎ 0443 238630

Gives you control of your printer no matter what program is running. Supports Hewlett Packard Deskjet and Laserjet, Epson LQ series and Cannon BJ10e bubble jet printers.

ST

❶ GFA Basic 2 — Issue 1 — 95%

Riverdene PDL, 30a School Road, Tilehurst, Reading ☎ 0734 452416

Once commercially available, this is a fully working version of the GFA Basic programming language, one of the best versions of BASIC available for the ST.

❷ Empire Soundtracker — Issue 1 — 91%

Riverdene PDL, 30a School Road, Tilehurst, Reading ☎ 0734 452416

Now you can create music along the lines of the tunes found in games and demos – *Empire Soundtracker* enables you to sequence four channels of samples to make the music, even in stereo if you're lucky enough to have an STE.

❸ VDOS ProQueue — Issue 7 — 88%

ST Club, 9 Sutton Place, 49 Stoney Street, Nottingham ☎ 0602 410241

A superior desktop replacement providing over 50 disk and file utilities and featuring user-definable menus which let you to run 101 programs at the click of a mouse button.

❹ Hitchhiker's Utilities Disk — Issue 4 — 86%

Office PD Choice, Suite 14, Avon House, Town Centre, Cumbernauld G67 1EJ

A compilation of utilities which do everything from custom disk formatting to disk cataloguing and lots more besides. Very powerful and well worth a look.

❺ DosAcc 2.8 — Issue 7 — 85%

ST Club, 9 Sutton Place, 49 Stoney Street, Nottingham ☎ 0602 410241

Possibly the ultimate collection of desktop accessories, *DosAcc* features dozens of handy file- and system-related utilities that can be called up from the desktop menu.

❻ The Duplicator — Issue 4 — 85%

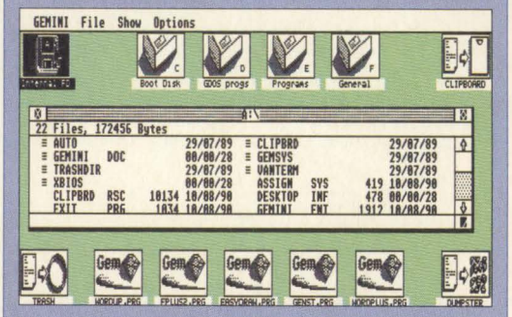
Softcell Services Shareware, 25 Maywood, Brynna, Pontyclun, CF7 9PZ ☎ 0443 238630

A copying program that copies complete disks in one go as opposed to file-by-file. A couple of handy extra features puts this piece of software ahead of the pack.

❼ Gemini — Issue 2 — 85%

Arrow PD, 6 Kents Orchard, Perry Street, South Chard, Somerset TA20 2QB

One of the most powerful and attractive desktops for the ST that replaces the normal GEM operating system display and makes the computer more friendly to use.



***Gemini*: all your most-used applications can be given icons**

❽ Elf-Boot — Issue 6 — 84%

ST Club, 2 Broadway, Nottingham NG1 1PS ☎ 0602 410241

Customise your ST so that it boots-up just the way that you want it to.

❾ Video Master — Issue 5 — 84%

South West Software, PO Box 562, Wimborne, Dorset BH21 2YD

Use this Budgie program to create your own video titles using simple Amiga text files, re-sizing them to create special effects.

❿ Runner — Issue 6 — 83%

ST Club, 2 Broadway, Nottingham NG1 1PS ☎ 0602 410241

This program adds menus to your ST desktop so that instead of looking at that familiar lime green screen, you have a picture plus a menu selector.

Amiga

❶ SID 2 — Issue 8 — 95%

Start Computer Systems, 20 Holmside, Sunderland SR1 3JE ☎ 091 565 2506

Could this be the greatest utility ever written for the Amiga? Probably. Copy, delete and rename files in style with this latest, and best, upgrade to the legendary *SID*.

❷ NComm 2.0 — Issue 7 — 93%

Vally PD, PO Box 15, Peterlee, Co Durham SR8 1NZ ☎ 091 587 1195

The latest update of a superb comms package is shareware, but the registration fee is worth the money. New features include a faster script language, ARexx interfacing, a diary and transfer bars to show you how your downloading is going.

❸ MessySID — Issue 3 — 93%

Strictly PD, 11 York Place, Bristol BS1 5UT

A combination of *SID* and *MessyDOS*, this essential tool not only enables you to transfer files to and from Amiga disks, but to PC disks as well.

❹ SID 1.6 — Issue 1 — 92%

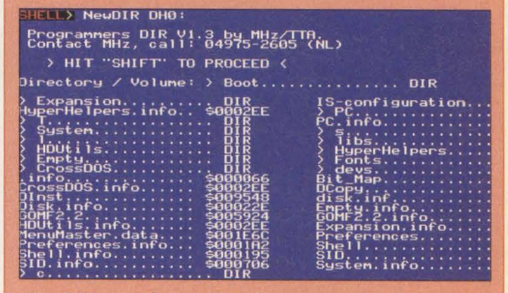
George Thompson Services Ltd, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB ☎ 0707 664654

Of all the utilities available for the Amiga, *SID* is an essential program to have, as it makes all file operations quick and easy to perform.

❺ Super C — Issue 2 — 88%

Essex Computer Systems, Freepost, Basildon, Essex SS16 4BR

CLI utilities galore are to be found on this disk. A large number of tools that do things like displaying IFF images, checking for viruses and speeding up the mouse pointer.



NewDIR* is one of many CLI replacements on *Super C

❻ Term 2.0a — Issue 7 — 87%

George Thompson Services, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB ☎ 0707 664654

A comms program especially written for Workbench 2.0 owners, and darned good it is, too.

❼ ImageLab — Issue 4 — 87%

Ed Lib, Scotland Farm,Stockwood Road, Brislington, Bristol

If you've created a picture in a paint package and it's not quite right then *ImageLab* is a powerful editing tool that enables you to make the alterations you want.

❽ Windows Bench — Issue 3 — 86%

NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA ☎ 0983 529594

Not a total replacement for the Amiga's Workbench display, this disk makes it look like Windows on the PC, as well as providing a number of crucial utilities, including *SID*.

❾ DeafLab — Issue 2 — 85%

George Thompson Services Ltd, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB ☎ 0707 664654

A program for the deaf or hard of hearing, this program enables you to convert text messages to sign language, and very good it is, too.

❿ Radbench — Issue 7 — 84%

17-Bit Software, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982

Copies the standard AmigaDOS commands and libraries from disk to the device RAD: with the results that all the commands are speeded up considerably.

IF YOU'VE GOT A BRAIN, YOU MUST HAVE A PC

NEXT ISSUE ON SALE THURSDAY

JUNE 25

DON'T MISS IT!

So get the next issue of *PC FORMAT*, the ultimate guide to the PC leisure world. Next month's issue comes with two packed coverdisks: one features *Wolfenstein 3D*, a stunning World War II graphical adventure. As if that's not enough, the other comes with two playable game previews – UBISoft's *Perfect General* and Empire's *Cool Croc Twins* – and more!

Inside the issue we've got:

- **Soundcards** Discover how you can make your PC produce unbelievably realistic sound effects
- **Football games** Which football games top the PC Premier league? We reveal all
- **CGA and XT games** You don't need the latest PC to play top games – we reveal 20 CGA games

PC FORMAT
July 1992 ▪ Issue 10
3
.5-inch disks with this copy – also available with two 360k 5.25-inch disks
£3.95
The Modern Guide To Personal Leisure Computing
COMPLETE SHAREWARE GAME
BREAK THE SOUND BARRIER
Discover the latest soundcards a
how to get the most out of
PC FORMAT DISK 1
ISSUE 10
WOLFENSTEIN 3D
The first episode of Apogee's Stunning World War II adventure series. Take control of an escaped prisoner as he attempts to break out of a German military installation. Collect weapons and treasure as you battle your way to freedom
PC FORMAT DISK 2
ISSUE 10
PERFECT GENERAL
Playable preview of UBISoft's Perfect General – strategy and action fun
COOL CROC TWINS
A ripping reptilian romp from Empire. These crocs will do most anything to impress their lady friend
No Coverdisks?
Then ask your newsagent for them.
2x3.5-inch disks with this copy.
Virgin
£25
WORTH OF GAMES VOUCHERS
Behind your issue 10 coverdisk
SIMI
MARVELLOU
Revealed: the top 20 games that run on a 512k XT in CGA. We're even giving some games away!
FOOTBALL CRAZY
Find out which football game tops the PC Premier League
PLUS: Is AutoRoute Express the answer to your road travel traumas? We give it a road test
Discover the secrets of LucasArts, the creator of Monkey Island and Secret Weapons of the Luftwaffe. More than 25 pages of game reviews, including Darkseed, Legend, Realms, Shadowlands and Mega lo Mania
9 770963 552007 07
Future PUBLISHING
Your guarantee of value

Reviewed this month: Darkseed, Mega lo Mania, Shadowlands, Realms, Legend and more!

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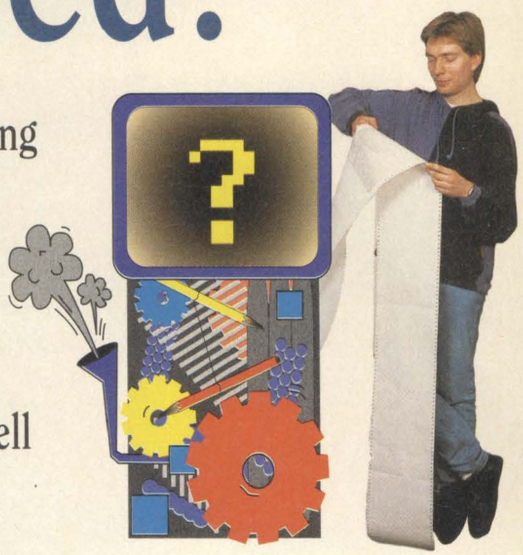
Problem Solved!



Whether it's running demos or running sports leagues that's causing you grief, PDQ, the Public Domain computer, will go the distance to help you out. If you have any technical problems with your PD and shareware software, or you want to track down a certain program, write to: Help Me PDQ, Public Domain, 30 Monmouth Street, Bath BA1 2BW. PDQ will analyse your letter and Tim Howell will try to make some sense of the printout...

Demo making

Q I have recently got hold of a copy of *Dope Intro Maker* and have hit a problem. I've created my demo following your instructions as printed in issue five but don't understand how to make my saved file an executable file using *Bytekiller* – the instructions on the disk are not very clear.

It first asks me to enter the Workspace (KByte). What do I do here? Then it prompts me for the filename to load and to execute a CLI command. Please help me!

Gary Hedger,
Walton-on-Thames, Surrey

A *Creating an executable file from a compacting program such as* Bytekiller *requires a bit of knowledge about how the program works.* Bytekiller, *in fact, is one of many PD compacting programs available for the Amiga, and while it isn't as easy to use as say,* Powerpacker *or* Imploder *(see our round up of compacting programs in issue five), it is a reasonably effective and powerful program nonetheless.*

Dope Intro Maker *only produces its own data files and not executable ones, which means that a program such as* Bytekiller, *which is included on the same disk, has to be used to turn the data file into an executable file. Executable files are files that you can run – most programs are executable files. Data files, on the other hand, are files that are used by other programs and cannot be run on their own.*

Anyway, let's see how your problem can be solved...

1 *Once you've created your demo using the intro maker (see our step-by-step guide to using the* Dope Intro Maker *in issue five for details on how to do this), go to the Disk Menu and select Save Intro by pressing F2.*

2 *The next step is to load* Bytekiller *into your machine. It's on the same disk as the* Dope Intro Maker *so you could just re-boot the disk instead.*

3 *When* Bytekiller *has loaded it asks you for the amount of 'Workspace' you want to use. Basically, the figure you enter here has to take into account how much memory you have and how large the file you saved from* Intro Maker *is. This determines how much space there is left over in memory to use for compacting the file. The data files created by* Intro Maker *are usually quite large, often around 200K, but a 512K Amiga should still be able to handle them. Taking this into account, a workable Workspace figure is 300K.*

Luckily it is possible for demos that have been created with the *Dope Intro Maker* to be run independently of the program

4 *Next,* Bytekiller *asks you for the filename to load. This is quite straightforward. Type in the name of the demo you've saved and press Return. (The disk that the* Dope Intro Maker *and* Bytekiller *come on has the Setmaps set up in a foreign standard. So, if you're using the program and you need the ':' character, press Shift and the '.' key.)*

5 Bytekiller *will then load the file. Once the file is in memory,* Bytekiller *then asks you to enter the offset. This value, which can be between $0 and $0800, determines how efficiently a file will be compacted – the more compact the file is going to be, the greater the value of the offset, and the longer it takes to compact. In this case we'll use $0400.*

6 *Once the offset has been entered, the screen will flash for a few minutes as the file is compacted. At the end of the compacting* Bytekiller *will prompt you to save the compacted file as an executable or a data file. Press E to save it as an executable file. This means you will be able to run it straight from the CLI and not have to boot up the* Dope Intro Maker *first.*

7 *Before the file is saved, though,* Bytekiller *asks where the compacted file is to be located in memory. This is important so the Amiga can allocate enough space to load and run the compacted program. Also, the* Dope Intro Maker *is fussy about where it's put in memory. Use the value $37000.*

8 *The penultimate step is to enter the memory address which the Amiga will jump to, once the demo's loaded, to get it up and running. With the* Dope Intro Maker *this is the same as the file's location mentioned in step seven. Again, use $37000.*

9 *And that's it. Now, exit the program and enter the filename of the saved compressed file which will be your own amazing demo!*

Dope Intro Maker *is available on Disk 580 from* ***Crazy Joe's, 145 Effingham Street, Rotherham S65 1BL ☎ 0709 829286****. Unfortunately it won't work on an Amiga 500 Plus or the new Amiga 600.*

Playing with samples

Q I have been producing some samples using *Technosound Turbo 2.9* but so far I have been unable to play them back independently of the program. Is there any way in which I can either play the samples via the CLI or convert them to a format which can be played using the *Red Sector Demo Maker* or another such module player?

I suspect that the solution may lie in the Song Sequencer that is included in the program but whenever I try to save the samples to RAM the program simply freezes up.

I would be very grateful if you could help me in this matter.

Daniel Page, Dyfed, Wales

A *In basic terms, whether you can play the samples you have created with* Technosound *depends on the type of samples the program creates. Most Amiga programs that use samples can handle two different types: the IFF 8SVX format which was a standard created specifically for Amiga sound samples by software house*

Getting VDraw up and running

In our desktop publishing feature in issue four we reviewed an Amiga program called *VDraw*. We've had a number of calls from people who have obtained the program and haven't been able to run it. This is because there's more to loading it than just clicking on an icon; there are a couple of things you have to do beforehand.

First, open the CLI or Shell on your Workbench disk and type:

```
ASSIGN S: SOF112:S
```

Then close the shell by typing

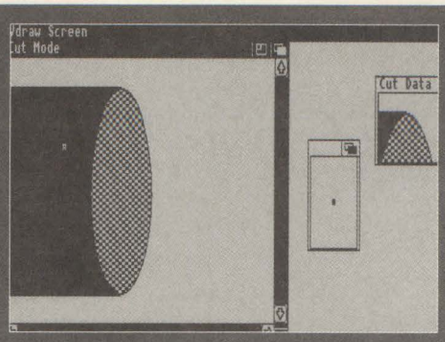
```
ENDCLI
```

Next, insert the *VDraw* disk into a drive and click on the icon – the program should now run perfectly.

The word `SOF112` is the name of the disk supplied by Softville which provided *VDraw* for the feature. If you obtained the program elsewhere the disk may have a different name. In this case, replace `SOF112` with the name of that disk.

If you have two disk drives there is a way around this; just put your Workbench disk in DF0: and the *VDraw* disk in DF1: and type

```
ASSIGN S: DF1:S
```



***VDraw* is a handy DTP program to have around, though you have to put in a little effort to get the thing to run**

***VDraw* is available on disk SOF112 from Softville PD which can be reached at: Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants PO7 7XN ☎ 0705 266509.**

Electronic Arts, and RAW samples which are pure digital information that has been saved on to disk.

Sample-playing programs on the Amiga can almost always handle IFF samples, while many can handle the RAW format as well. There are plenty of them available in the public domain; they are all small programs, very simplistic and are commonly found on compilations of utilities.

If you want to use the samples you've created in your own music which you could use with the Red Sector Demo Maker, *you need to look at a soundtracker program. In the main these programs use IFF samples, so they have to be converted to this format beforehand. The programs arrange these samples in sequences and then play them back; using a number of samples you can create your own musical masterpieces. The latest version of* MED, *3.21, enables you to load and save IFF and RAW samples, so you can convert them using the program.* MED *also lets you edit the samples as well.*

What's more, MED *is a soundtracker-type program in its own right and can be used to create sound modules in its own format as well as being able to handle modules created with the original* Soundtracker. *For a round-up of some of the soundtracker programs available, have a look at* Public Domain *issue six.*

Once you've created your modules using the soundtracker program, there are also a number of programs which can play these independently of the program that created them. One of the best of these is Multiplayer *which we reviewed in issue seven. This program can handle a variety of module formats and can also multi-task, enabling you to use other Workbench-based programs at the same time. There is also* MEDPlayer *which has been specifically designed to play modules created with* MED *and which comes on the same disk as* MED. MED 3.21 *and* MEDPlayer *can both be found on Disk 1926 from* ***17-Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982.***

As for the problem you have with saving the samples to RAM, the most likely reason is simply that you haven't got enough memory after you've loaded the program and sampled the sound (which automatically goes into RAM). Even a megabyte might not be enough for large samples, and if a sample fills memory then this can result in the computer freezing up.

Graphics conversion

Q Please could you tell me of an art utility that allows users to edit *Spectrum 512* (.SPC, .SPU) screen files in the STE's 4096-colour mode as the *Spectrum 512* program I received with Rombo's *Complete Colour Solution* digitiser does not edit pictures using the STE's extended colour palette.

I also have *Neochrome Master* which can cope with the STE's colour palette but will not load files with the .SPC and .SPU file extensions.

Please help me find a suitable program as I have been searching for one for months and have been completely unsuccessful.

Carl Wilson, Toxteth, Liverpool

A *Well, PDQ doesn't know of a program that can handle both the* Spectrum *files and retain the 4,096 colours. There is an art package, called* Crack Art *which can handle* Spectrum 512 *files but to do that it has to reduce the colour palette to only 16 colours which, of course, limits its usefulness for what you want. Because* Crack Art *is also an art program you can doodle with the images in the same way you could with* Neochrome Master. Crack Art *is on Disk GD1524 from* ***Goodman's PDL, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650.***

If you want to use the images with Neochrome Master, *though, you'll have to convert them to a format the program can use.* Gemview *can load* Spectrum 512 *images and save them as IMG-formatted ones, which you should then be able to use with your art program, although, once again, it doesn't retain all 4,096 colours.* Gemview *is on Disk 1905 from* ***South West Software Library, PO Box 562, Wimborne, Dorset BH21 2YD.***

If you're interested in converting graphic images from one format to another, have a look at our graphics feature in issue eight. Incidentally, do any of you know of a program that will convert Spectrum 512 *images in 4,096 colours into another format and retain all the colours? If you do, write in and we'll not only add the information to PDQ's databanks, we'll send you a tenner as well!* PD

20,000 Leagues in the PD? Charting sports performances

Recently we've been getting a number of letters from readers who want to keep track of different kinds of sports leagues on their computers. Here are a couple of typical examples...

I own an Amiga 500 (1.3) expanded to 1Mb and I have a query that I hope you will be able to answer.

I am a great fan of non-league football and I wondered if there is a PD or shareware program that would allow me to input results on a daily or weekly basis and then generate an up-to-date league table that I could print out? Another handy feature would be a fixture database where I could enter the fixtures for the whole season and print them out weekly.

John Bungay, Hemel Hempstead, Hertfordshire

Unfortunately, Mark, you don't mention which type of computer you use or what sport you need the program for. If, however, like John you have an Amiga and football's the name of the game then you're in luck!

In* Public Domain *issue five we reviewed a pretty darned good program called* Football League Editor *which seems to fit the bill. It doesn't store the results on a daily or weekly basis, though; it records and stores the data as and when you care to enter it, which is much more flexible. It should be easy enough to set it up to suit your needs.

Football League Editor *is available from Vally PD at PO Box 15, Peterlee, Co Durham SR8 1NZ ☎ 091-587 1195.*

I run a youth team and want to keep the results of their games. I would like these to be formed on a league table basis with two points for a win, one for a draw, etc, so I can print it out to give to the team. Can you tell me if there is a program that can do this for me?

Mark Williams, Kings Norton, Birmingham

VIEW LEAGUE-FUTURE

TEAM	P	W	D	L	F	A	PTS
PUBLIC DOMAIN	6	4	1	1	19	9	13
TOTAL	6	4	0	2	22	9	12
PC ANSWERS	6	3	2	1	16	13	11
COMMOD FORMAT	6	3	1	2	17	15	10
YOUR SINCLAIR	6	3	1	2	16	24	10
AMIGA FORMAT	6	2	2	2	17	14	8
ST FORMAT	6	2	2	2	11	10	8
PC FORMAT	6	2	2	2	15	16	8
AMSTRAD ACTIO	6	2	2	2	13	15	8
AMIGA SHOPPER	6	2	1	3	17	20	7
AMIGA POWER	6	2	1	3	11	14	7
PC PLUS	6	0	5	1	6	7	5
PCW PLUS	6	1	2	3	7	11	5
SEGA POWER	6	0	2	4	19	29	2

PRESS MOUSE BUTTON

***Football League Editor* can keep track of football league tables no matter how strange the teams are that play**

Magnetic media

Does a heady brew of wide-ranging articles, PD software and techie tutorials sound like your cup of tea? If so, diskzines can offer everything from Earl Grey to Sainsbury's orange label. Nial Grimes does the taste test on the latest diskzines...

PC ● PC ● PC ● PC ● PC ZINES

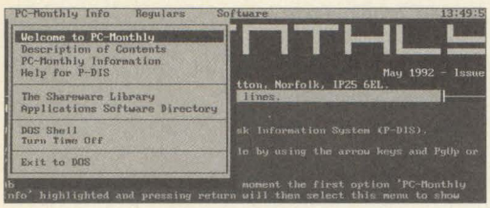
PC Monthly

Here's a magazine that's gone through some changes. Those of you that were with us way back in issue three may remember that *PC Monthly* received a paltry 56 per cent. Fortunately things have improved! By far the best enhancement is the shell. It's been given a complete overhaul and now looks impressive as well as being functional! A new pull-down menu system has been added with the text display occupying the lower two-thirds of the screen. The zine is also thankfully much faster now.

Another novel feature of the shell is its ability to depack the bits and bobs on the disk. Issue 11 contains the excellent *PowerMenu* (which earned a score of 85 per cent in issue seven of *Public Domain*) and an *Othello* variant known as *Entrap*. The regular Help File this month gives a helping hand to any poor soul who's just made the move from a BBC Micro to the PC (a worthy cause, I think you will agree!)

If you are looking for a comprehensive read, *PC-Monthly* doesn't really fit the bill; its forté is in the freebies given away on the disk and anything you find to read can be considered a bonus.

PC 78%



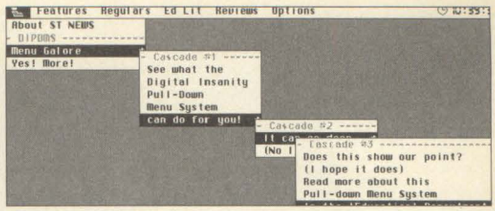
Sporting a new front end, *PC Monthly* looks set to take on the world

ST ● ST ● ST ● ST ● ST ZINES

ST News

The entire Atari community mourned when the Dutch team behind *ST News* decided to call it a day a shade over two years ago. But what's this? A glimmer of hope on the horizon, perhaps? It certainly is – Richard Karsmakers and the *ST News* gang are back!

Unlike older issues, the magazine is now fully STE compatible but retains the original fast front end (still one of the very few to support styled text). The menu system has also been given a complete facelift and now cascades to reveal more articles, which is just as well – they'd never fit them all in otherwise!



The *ST News* cascade menu system crams even more articles into a small space – but things can begin to look a bit complicated

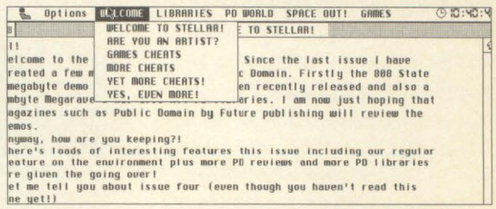
Issue 7.1 is the latest and includes all the usual madness. A good selection of games are put through their paces including Psygnosis' *Armageddon* and *Shadow of The Beast II*. Reports are also given on some of the latest hardware such as the Mega STE and the Ultimate Ripper cartridge. As always the editorial is brutally honest – you're left in no doubt what the reviewer thinks about a product!

One element sadly missing from the 'new' *ST News* is source code. Older issues were always packed with source for most languages; not so anymore. But, if you can live with this minor niggle, *ST News* is thoroughly recommended.

ST 90%

Stellar

With feet firmly back on British soil we find *Stellar*, the UK's answer to *ST News*. The magazine is produced on a quarterly basis by a team headed up by Mark Nobes. The third issue covers the second quarter of 1992 and takes a look at the latest public domain software and some public domain libraries. Also included is the latest installment a regular feature on the environment and some hot gossip


Options
WELCOME
LIBRARIES
PD WORLD
SPACE OUT!
GAMES
WELCOME TO STELLAR!
ARE YOU AN ARTIST?
GAMES CHEATS
MORE CHEATS
YET MORE CHEATS!
YES, EVEN MORE!
TO STELLAR!
Since the last issue I have
Domain. Firstly the 888 State
megabyte demo
mbyte Megarave
en recently released and also a
eries. I am now just hoping that
agazines such as Public Domain by Future publishing will review the
emos.
nyway, how are you keeping?!
here's loads of interesting features this issue including our regular
eature on the environment plus more PD reviews and more PD libraries
re given the going over!
et me tell you about issue four (even though you haven't read this
ne yet!)

***Stellar*: issue three of this fanzine is a little bit light in the editorial department, but the freebies are pretty good**

ST Publishing: Mastering NewsDisk

STEP-BY-STEP GUIDE

The ST's time has come! We've seen how easy it is to produce a diskzine on the PC and Amiga, let's have a look at the case for Atari's baby. The subject? – *NewsDisk*.

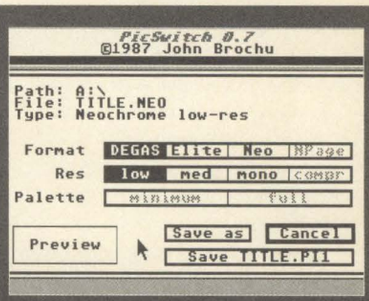
***NewsDisk* is probably the easiest diskzine program to set up on any machine. Just pop the files and a disk together with a couple of pictures and you're away (for a more comprehensive guide, take a look at our six-step walk-through).**

The zines it produces can't really compete with the likes of *ST News* or *STEN*, but it beats programming your own shell! The speed is, to be polite, sedate: the main reason for this seems to be that the text is not held in RAM, but rather read from the disk as it's needed. Maybe running from a RAM disk would help?

You can also create zines from which programs can be run, providing the right method is used and the whole package seems to be stable enough.

Give *NewsDisk* a try by all means, but don't expect any miracles.

1 First you need to pick or draw a good title screen. *Neochrome* (the early PD version, of course!) is ideal for this. Or you can cheat as we have in this case we've and just added a title to a piccy we found in the public domain



2 Now convert the title from *Neochrome* low-res into the Degas medium and high required by *NewsDisk*. *Picswitch* does the job admirably. Choose the pic from the file selector, press S and choose the picture format to save

from the pop world, with reviews of the latest albums, singles and concert information.

Probably *Stellar*'s strongest point is the software supplied on disk. The best of the crop this issue is a rather nice strategy game called *Red Alert USA*.

Stellar shows promise. The editorial is a bit sparse and some of the text a little rough at the edges, but this *is* only the third issue. One to watch.

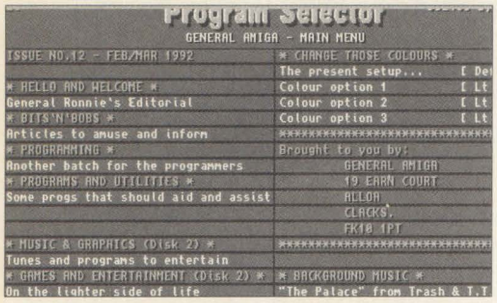
ST 65%

AMIGA ● AMIGA ● AMIGA ZINES

General Amiga

It's official – *General Amiga* has grown too big to fit on one disk! But rather than charge you the extra cost, the generous *GA* gang has decided to release the first two-disk issue (12) at a single disk price! At £1.50 it can't be bad, can it? Well that all depends on the contents really, so let's take a look at them.

There is the regular selection of programmers' tutorials; Beginners' Corner covers multi-tasking and graphic user interfaces; all the latest news and


Program Selector
GENERAL AMIGA - MAIN MENU
ISSUE NO.12 - FEB/MAR 1992
* CHANGE THOSE COLOURS *
The present setup...
* HELLO AND WELCOME *
Colour option 1
General Ronnie's Editorial
Colour option 2
* BITS'N'BOBS *
Colour option 3
Articles to amuse and inform
* PROGRAMMING *
Brought to you by:
Another batch for the programmers
GENERAL AMIGA
* PROGRAMS AND UTILITIES *
19 EARN COURT
Some progs that should aid and assist
ALLOA
CLACKS.
FK10 1PT
* MUSIC & GRAPHICS (Disk 2) *
Tunes and programs to entertain
* GAMES AND ENTERTAINMENT (Disk 2) *
* BACKGROUND MUSIC *
On the lighter side of life
"The Palace" from Trash & T.T

***General Amiga*: one year old today. Hasn't he grown? Yeah, from one to two disks, in fact!**

gossip is dissected in the Commodore column. Sounds pretty good so far.

The magazine is now fully Amiga A500 Plus compatible, although some of the freebies, especially demos, are not. Top this all off with a rather good new logo and you have corking read.

AMIGA 87%

The Amiga Coders' Club

Now here's a familiar name for Amiga programmers everywhere. *The Amiga Coders' Club* (*ACC*) has gained a reputation as *the* programmers' magazine and among its worldwide readership is Commodore itself.

The magazine is released monthly and is distributed exclusively by AmigaNuts United (other libraries take note – they're not joking!) Number 22 is the latest and looks at a wide range of programming

ACC Text File Viewer. © M.Meany, 1991. Press HELP for Instructi
Write to me! I want some feedback!
P.KENT splits the beans on 3D for ACC
NB Knowledge of the bitter - lines, filling, cookie cutting, and filling, though not necessary will be advantageous when reading this POC!
INTRO:
The fundamental shape of any object we wish to represent on screen is expressed as x,y,z coordinates. The coordinate triplet corresponds to distances from an origin (at 0,0,0) from the x,y,z

Well shiver my assemblers, if it isn't *The Amiga Coders' Club* to take care of all your programming problems

dilemmas and readers' problems. This is the area where *ACC* scores highly. While printed magazines are willing to help with programming problems not many are prepared to print yards of source code. *ACC* offers it, corrected and bug free, on disk.

The main problem with *ACC* is the level on which it is written; it's not for the beginner – we're talking 'assembler or die' territory here! But this can also work to its advantage. Assembly programmers won't want to read about AMOS or C in the same way as BASIC programmers won't be interested in stack pointers, address registers and mnemonics. If you have some experience of assembler and are looking for somewhere to share or brush up your knowledge, look no further.

AMIGA 80%

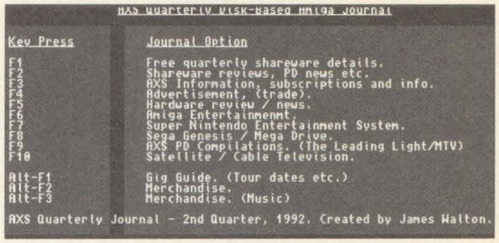
AXS

One of the great things about the diskzine scene is the sheer variety of material. *AXS* is a prime example – the Amiga kind of pops up every now and again, but most of the articles are about anything the authors think might be of interest: reports on the latest game consoles (the Super NES being the big one this quarter), info on gig dates and chat on satellite TV!

It all looks very promising, but then you actually get round to reading the thing. All the text is sent to the screen using the CLI, which means that each article is no longer than one page long and very often not formatted correctly. I've lost count of the number of magazines that use *ppMore*, but at least you can read them easily, which has to be a priority.

Give *AXS* a try by all means; some of the text is quite interesting and there's an unusual use of speech, but the shell needs a major rethink! PD

AMIGA 50%

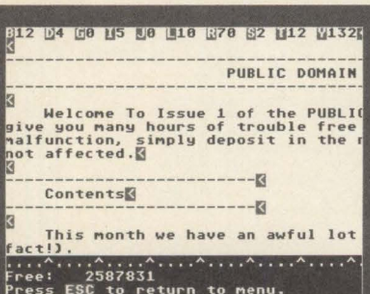

AXS Quarterly Disk-Based Amiga Journal
Key Press
Journal Option
F1 Free quarterly shareware details.
F2 Shareware reviews, PD news etc.
F3 AXS Information, subscriptions and info.
F4 Advertisement. (trade).
F5 Hardware review / news.
F6 Amiga Entertainmennt.
F7 Super Nintendo Entertainment System.
F8 Sega Genesis / Mega Drive.
F9 AXS PD Compilations. (The Leading Light/MTV)
F10 Satellite / Cable Television.
Alt-F1 Gig Guide. (Tour dates etc.)
Alt-F2 Merchandise.
Alt-F3 Merchandise. (Music)
AXS Quarterly Journal - 2nd Quarter, 1992. Created by James Walton.

Who said Amiga diskzines had to be about the Amiga? Check out *AXS* for all the latest console, satellite and gig gossip

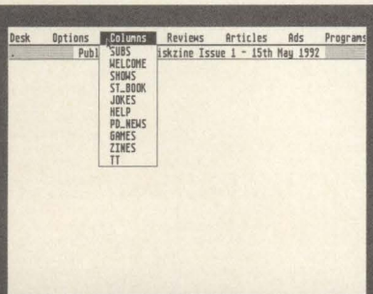
Know your sources

Itching to get your hands on the latest diskzine for your machine? Then here are the addresses you need to know (plus a few other details you might find handy):

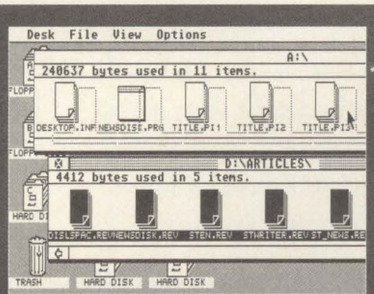
- **AMIGA CODERS' CLUB** – Exclusiveware • Amiga • £4.00 • AmigaNuts United, 169, Dale Valley Road, Hollybrook, Southampton, SO1 6QX
- **AXS** – Amiga • 512K • James C Walton, 14 Meads Road, Guildford, Surrey, GU1 2NA
- **GENERAL AMIGA** – Amiga • 512K • £1.50 • Ronnie James, 19 Earn Court, Alloa, Clacks, FK10 1PT
- **NEWSDISK** – 512K • Disk number UTL 141 • £2.50 • Floppyshop ST, 45 Provst Graham Avenue, Hazelhead, Aberdeen AB1 8HB ☎ 0224 312756
- **PC MONTHLY** – PC • 512K • £1.45 • Richard Lillycrop, Watton, Norfolk, IP25 6EL
- **ST NEWS** – ST • 512K • Three international reply coupons (available from any post office at 60p each) • Richard Karsmakers, Looplantsoen 50, NL-3523 GV Utrecht, The Netherlands
- **STELLAR** – ST • 512K • £2.00 plus SAE • Mark Nobes, Aston Road, Chipping Campden, Glos, GL55 6HR


PUBLIC DOMAIN
Welcome To Issue 1 of the PUBLIC
give you many hours of trouble free
malfunction, simply deposit in the
not affected.
Contents
This month we have an awful lot
fact!).
Free: 2587831
Press ESC to return to menu.

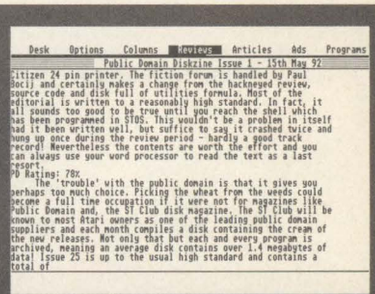
3 **Down to the nitty gritty at last – preparing the articles. Which word processor you use is entirely your decision. Here we've used *ST Writer*. Don't forget to save your text in ASCII format. Time for a test run methinks...**



4 **To position your articles in the menus, simply name them correctly. Articles with the extension COL will appear in the Columns menu, REV in the Reviews menu, ART in Articles, ADS in Ads and, finally RUN in the Programs menu**



5 **Copy the rest of your articles to the *NewsDisk* floppy. Remember that any programs you want to run from the menu must have a .DOC file as well as the program itself. The docs will then be displayed before the program is run**



6 **And here is the finished product. Using the text display is relatively straightforward. Press the left mouse button to stop and start the text, use the right to abort – a piece of cake or a piece of chocolate sponge with icing?**

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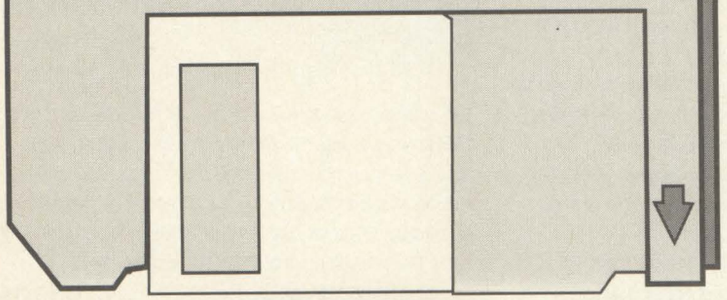

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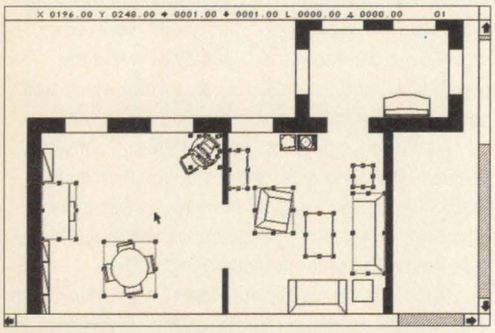
Making plans

Got some design ideas you need to get down on paper. Then forget your old T-squares and stencils – you can draw those drafts and plot those plans with the help of computer-aided design software. Nial Grimes looks at PD CAD from every angle...

What have the following got in common? Modern tower blocks; space shuttles; three-piece suites; bathrooms; car engine components; computer circuitry? Give up? The answer is Computer-Aided Design, or CAD as it's known to those in the know. CAD is a term which covers technical drawing software that produces specialised, highly-accurate drafts and plans used by designers. Basically, anything that has an element of design, can be designed using CAD.

CAD is traditionally, but mistakenly, thought of as one of the most expensive areas of computer use. When it was first introduced back in the 1970s you could expect to pay around £80,000 for a single dedicated workstation! Obviously things have changed, but design is still a surprisingly expensive affair which begs the questions, why are so many people jumping on the CAD bandwagon and can public domain software really compere to the commercial programs that the professionals use?



Unlike the majority of art software, CAD packages allow each element of a picture to be altered individually

The sky's the limit!

Many people push computer-aided design into a single pigeonhole – buildings, aircraft, cars – forgetting that by far its biggest benefit is flexibility; there are very few aspects of design that are not touched by CAD. Areas like circuit layouts, kitchen interiors and even desktop publishing are all covered by the computer-aided design banner. And there are programs in the public domain to cope with all these areas of design and more. But this still doesn't explain why CAD is such an advancement over, say, an art package. After all the two accomplish more or less the same task – drawing. The benefits can be summed up in two words: 'Object orientation'.

Draw a circle over some other shapes in an art package and it immediately becomes part of that drawing; unless you delete it immediately using an Undo function removing the circle at some later point will be difficult, requiring close-up, pixel-perfect work with the cursor. It's a bit like trying to get rid of a pencil-drawn shape with an eraser. Object-orientated packages don't suffer from this problem because they store each object separately from all the others. This means that a single part can be deleted, rotated, sized and manipulated independently of the other things on-screen. In an area where one slight mistake or ambiguity on a draft could lead to disastrous, and perhaps very costly, results the ability to alter and correct parts of your draft instantaneously and completely is extremely valuable.

Benefits go further than correction. A good basic design – say for a standard set of kitchen units – can be stored on disk. This design can then be altered any number of times to come up with an arrangement of units to fit in with various shapes and sizes of kitchen – it certainly beats a complete manual redraw on each occasion! In addition computer-aided design guarantees accuracy. Computers are nothing if not accurate, which makes probably the biggest area of human failure in design a thing of the past!

"CAD guarantees accuracy... which makes probably the biggest area of human failure in design a thing of the past."

Having constructed a design, the next step is to turn the drawing in to a working prototype. Computer Aided Manufacture (CAM) can take the concept even further. CAD systems can be directly linked to tool cutters and other equipment to completely automate the process from the design stage onwards!

CAD packages come in a wide range of shapes and forms, but taking a look at the commercially-

Jargon Busters ● Jargon Busters ● Jargon Busters

CAD – Computer-Aided Design

CAM – Computer-Aided Manufacturing

DXF – The Drawing eXchange Format is the universally recognised file standard for CAD

HPGL – The Hewlett Packard Graphics Language has become a standard driver for plotters. HPGL compatibility is a definite advantage

ISOMETRIC – A two dimensional drawing of a 3D object. Some CAD packages have a special mode to give guidelines for isometric work

PLOTTER – A plotter produces hard copy of your drafts but is different from a printer. The output is created by a computer-controlled pen mounted on two 'arms'. This results in continuous lines, as opposed to lines made up of minute dots. Plotters can usually handle sheets larger than A4

SYMBOL LIBRARY – A collection of standard drawings relating to a certain task: for example, electronic components for circuit design, various units for fitted kitchens, car engine components, etc

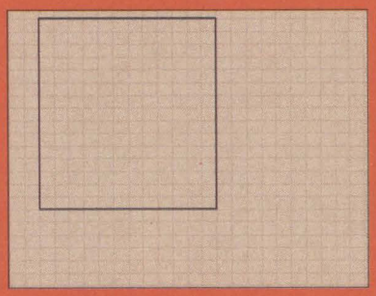
cont. on p26

The plan according to MCAD – design your own designer disks and learn the basi

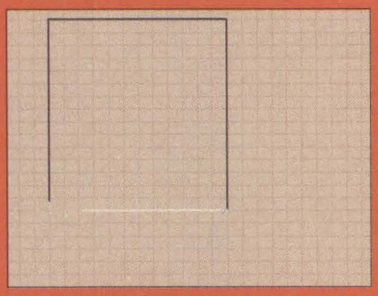
STEP-BY-STEP GUIDE

MCAD hovers in that area between a CAD package and a vector-drawing program in that all measurements are based on pixels rather than real values. This makes drawing to scale a little bit difficult. But with a little bit of know-how and careful use of the grid-snap, you can come up with some very impressive designs. To show you just how easy it is, let's draft out something pretty basic, but which should be familiar to most of you – a floppy disk!

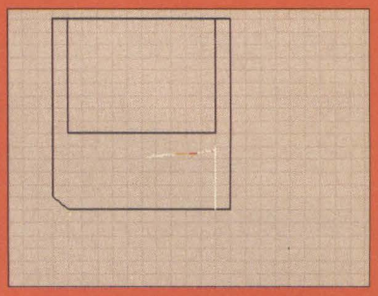
AMIGA



1 Switch the Co-ordinates and Grid-Snap on; both are in the Options menu. Sketch in the disk shape using the line option; one click to start a line, move the cursor to where you want the other end to be and double-click to lay it down



2 Next you need to give the disk its chopped-off, lower left corner. Use Size from the Edit menu to reduce the left and lower edges of your rectangle by one grid-block. Finally draw a line from the new ends to form the corner



3 Select the Box option and lay in the label. From now on when you use Edit, *MCAD* will make an intelligent guess about which object you want to alter. If it's not the right one, press the right mouse button to cycle through the objects

cont. from p25

Have you got the plot?

The astute among you will have noticed that your printer, with its A4 sheet feeder, is a little way short of handling the huge sheets of paper or film used by most designers. OK, so your own drafts might be a little less ambitious, but often even the simplest CAD designs tend to sprawl out over the A4 mark, and sellotaping loads of pieces of paper together doesn't help in the accuracy and clarity stakes.

The professional solution is a plotter. Plotters are used almost exclusively for CAD and consists of a pen mounted on two 'arms' which moves across a tablet, leaving a trail of ink as it goes – very accurate and, unfortunately, very expensive.

The cheaper solution is to use your existing printer, 'scaling' the drawing to fit the smaller page. This is by far the cheapest solution. Most CAD packages support both printers and plotters, so the choice of output device can be left to the depth of your pocket!

available offerings reveals one common feature – an exorbitant price. Even budget packages can quite easily set you back over £150, with top-flight gear such as *DynnaCAD* weighing in at around £600. It is true that business has been the primary use for computer-aided design over the past few years, but this situation is largely due to the misconception that CAD is expensive. This is just not true! Thanks to the public domain and shareware anybody can take advantage of the benefits of CAD. Take a look at the software we've reviewed here and you'll see there's no denying the quality – hey, would Sainsbury's use the shareware *T-Square* if it wasn't the best?

CAD is doing for the design industry what DTP is doing for publishing: revolutionising it. Thanks to PD and shareware it's not just the professionals who can take advantage of CAD. Just as low-cost DTP packages have given rise to computer-generated fanzines, posters and club newsletters, you can now design with complete accuracy your own furniture, house extension, or earth-shattering invention for getting the crumbs out from between the keys on your keyboard. (And if you do make your millions, don't forget who put you on the road to success OK?)

FOR THE AMIGA

The Amiga's graphical abilities come o the fore yet again in the computer-aided design arena. Although software is a bit thin on the ground, as always there's some top-quality gear lying buried beneath the pile of demos, animations and highly-artistic slideshows. Let's go for it...

T-Tech Draw

AMOS is not usually a language you would associate with business applications, but it's the very dialect that's been used to write *T-Tech Draw* – and the result, while not disastrous, is a program which won't convince you that it should be used more often.

All the basic drawing tools are there – circles, ellipses, lines and arcs, and all are intuitive enough to use. The Erase function, however, needs some attention – you have to plot another shape exactly over the first to erase it (aaaarrrggghhh!!!).

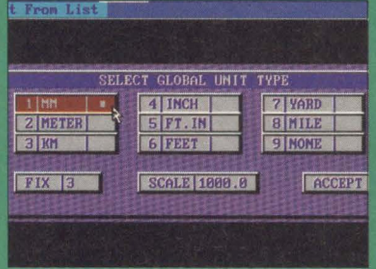
Obviously, you are going to need a bit more room than a single screen on which to work. *Tech Draw*

Getting to grips with Draft Choice – a step-by-step guide to technical drawing o

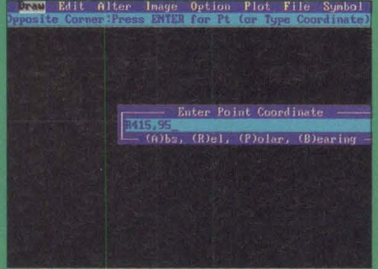
STEP-BY-STEP GUIDE

When it comes to serious CAD, accuracy counts. Fortunately this is an area where *Draft Choice* excels. Whether you want to work in millimetres, inches, feet or even kilometres, *Choice* has the necessary power. This kind of accuracy may sound daunting, and indeed, with pen and paper it is best left to the pros, but with *Choice* and a little patience you will really surprise yourself. Just to prove it, here's how to draft the projections of a typical PC casing...

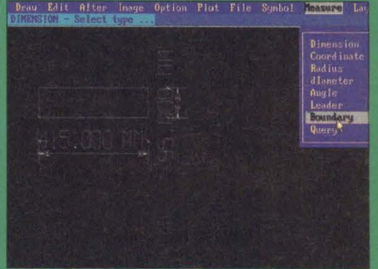
PC



1 First, tell *Draft Choice* which measurement system to use. Select Units from the Options menu and choose Millimetres. Move to the Zoom entry and enter a Scale value of two to make the on-screen drawing twice the real-life size

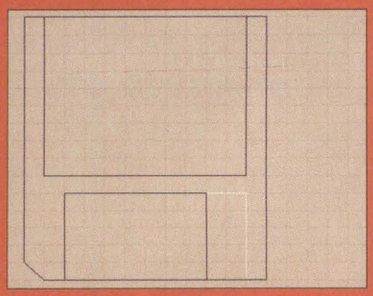

Draw Edit Alter Image Option Plot File Symbol
Opposite Corner:Press ENTER for Pt (or Type Coordinate)
Enter Point Coordinate
R415,95
(A)bs, (R)el, (P)olar, (B)earing

2 To begin the frontal view of the casing choose Box and press the left mouse button to start. The drawing is to be to scale so it needs accurate measurements. Press R and a dialogue box will appear. Enter the measurements (R415,95)

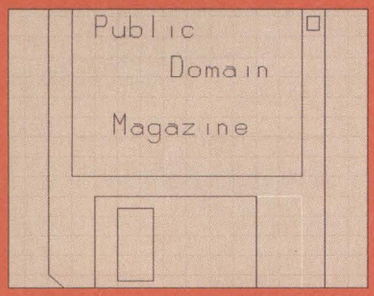


3 Wouldn't flash measurements along the side of the drawing look good? No problem. Pick Boundary from the Measure menu and draw a window around the box you've drawn. Magically a set of perfect measurements will appear!

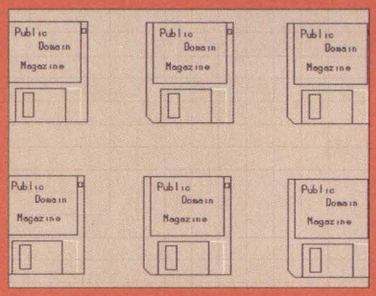
of the best shareware CAD package for the Amiga in seven simple steps



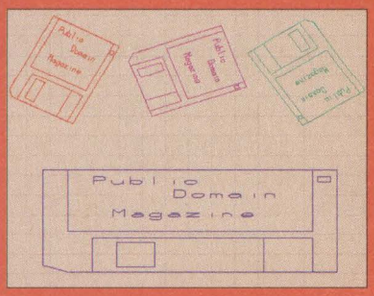
4 Now you have the basic size, use the Zoom option by drawing a window around the disk. This will magnify the image and make it a lot easier to see and work on. Lay in the metal shield and also the plastic relief in a lighter colour



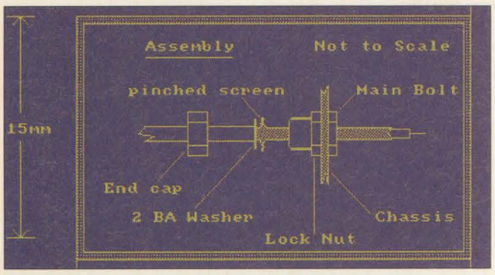
5 Add a bit of class with the Text function. First select the size you want the letters to be by using the Textsize option. Now place the cursor where you would like the text to start from and type away!



6 Probably *MCAD*'s most powerful feature is object grouping. This saves having to duplicate each part of a design individually; just select Group and define a whole group of shapes, in this case your disk, then duplicate the lot



7 All rotation, sizing, colour alterations and various other edit operations will now affect the whole group of shapes, so you can quickly produce lots of different disks. Design perfection? Well no, not quite, but man it's sure close!



Technical drawing the *AMOS* way with *T-Techdraw*

overcomes this hurdle by letting you scroll around a 'virtual' piece of paper. Fair enough, but unfortunately, you have to use the cursor keys to move the display. Come on guys, surely a mouse approach would have been better?

T-Tech Draw is not that bad – it does everything it claims to do and was reliable under the extremely tough *Public Domain* review procedure (I jumped up and down on the disk and it still worked!) But try as you might to really like it, you can't escape the fact that it's an art package hiding behind a CAD banner.

AMIGA 65%

MCAD

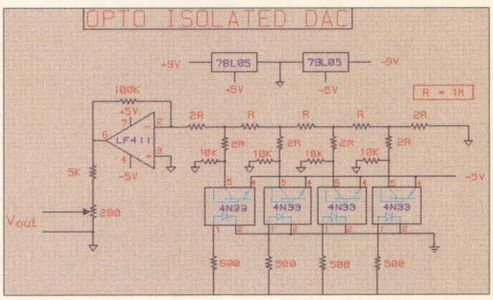
MCAD is an object-orientated design program for all Amigas. Not only is it powerful but also extremely easy to use. All drawing functions are available from an Intuition-based menu and are very logical (Intuition is a standard on the Amiga which makes sure that menus, selection boxes, requesters, etc, all have a similar look and feel). Being object-orientated, if the shape you draw is wrong, just choose Edit in order to enlarge, reduce, rotate or generally mess about with the image in a number of ways.

Your printer will be automatically driven at the maximum resolution. In addition, if you are fortunate enough to own a plotter (as any hardened CADies will), a program is supplied on disk to bypass the Amiga's printer routine and dump drafts straight to a Hewlett Packard (HPGL) plotter.

By this point you're probably thinking that *MCAD* is a just about perfect CAD package – unfortunately there is a major drawback! The problem is one that is inflicted by the Amiga's hardware itself and is a word that strikes terror into any CBM owner's heart: INTERLACE! CAD is a precision task and requires a lot of close work, which is just about impossible on an interlaced screen. An option to switch to a normal mode would have been such a good idea.

The £12 registration fee buys you that warm, cuddly feeling you get when you know you've done the right thing, plus the program's complete source code in C. *MCAD* is excellent in design, speed and features but as it stands is only fully usable by the elite who own flicker fixers.

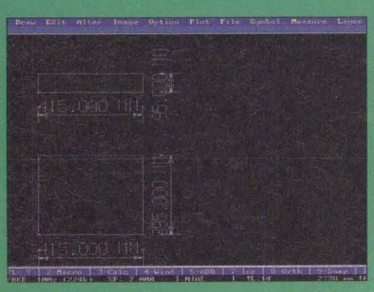
AMIGA 80%



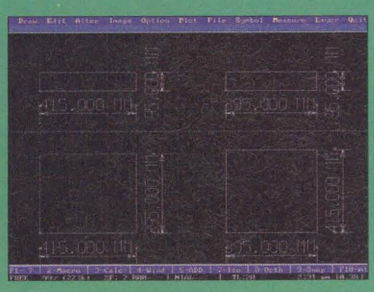
***MCAD*: powerful and user-friendly, but the headache-inducing interlace flicker will try even the most ardent CADie!**

cont. on p28

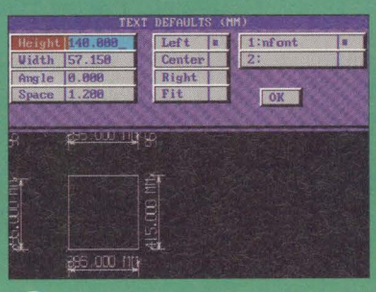
possibly the finest low-cost CAD program on any computer, let alone the PC



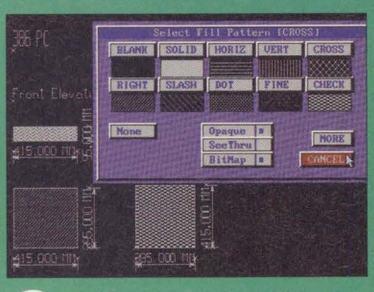
4 Begin work on the upper view using the cursor keys to set the starting position. Make sure you don't place the start point in a position where parts of the new box will be drawn over the existing one. Enter the measurements (R415,395)



5 Add the other elevations and measurements in exactly the same fashion as the first two. You may find that that some garbage is left on-screen when you erase mistakes; if so use Update from the Image menu to redraw the screen



6 Time to add some text. Pick Text from the Draw menu and then SETUP from the subsequent box; adjust the text to suit your needs. In this case, double the height to add a title. Use the Zoom option to return to 1:1 scaling

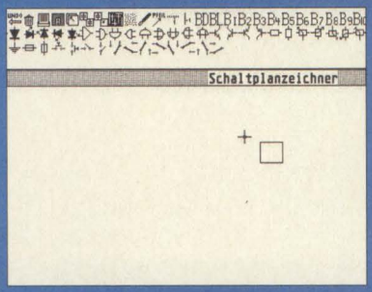


7 Finally, add a bit of sparkle to the drawings by filling in the objects. Highlight Fill from the Alter menu, choose a pattern and draw a window around the objects to fill. Don't forget, press F1 at any time for the on-line help system

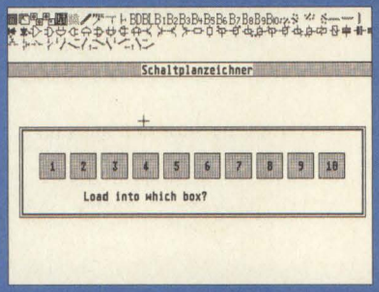
Time for a spot of circuit training, and we're not talking about the sweaty variety

STEP-BY-STEP GUIDE

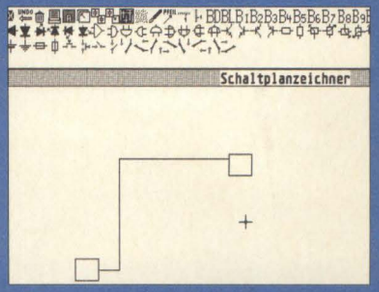
Circuit design is a tricky enough business without using Stone Age stencils. It's a common enough complaint: you get so far and find that you haven't left yourself enough space. A problem? Not any more. Use *Schaltplan* and a couple of mouse clicks will cut and paste in more room. To illustrate just how easy it is to put your own diagram together let's draw the circuit for a high density drive (nicked from a project published in *ST Format* issue 32). Down to work...



1 This square (to use the techie term!) will pop up quite a lot during the diagram; it therefore makes sense to have it on hand as a Block which you can paste in whenever you need it. First sketch the square using the (default) Line tool



2 Click BD (Block Define) and draw a window around the square. This will cause an item/file selector to appear. Enter the name you want to call your block and save it to disk. Click BL (Block Load) and choose buffer 1



3 The square is now resident in buffer 1. Start to lay in the circuit by clicking B1 and positioning the blocks where needed. The centre of the pointer is transparent. It helps to use this gap to position the end of lines correctly

cont. from p27

And there's more...

There are plenty more CAD packages where the ones we've featured come from (ie, public domain and shareware libraries), so here are a few other, slightly more specialised, offerings worth checking out...

Amiga

- **ELECTROCAD DEMO – Shareware • Disk number U267 • 1MB • £15 • NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA ☎ 0983 529594**
  Excellent circuit design program. The full version will set you back £15 from the author

PC

- **PC DRAFT CAD 3.06 – Shareware • Disk number APC36 • Hard disk/CGA • Softville, Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants PO7 7XN ☎ 0705 266509**
  Vector-based drafting package for all PC's. Includes comprehensive tutorial
- **DRAW2ME – Shareware • Disk number APC25 • Mouse/CGA • Softville, Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants, PO7 7XN ☎ 0705 266509**
  An unusual system which enables two people to work on a design simultaneously via modem link!
- **VGA CAD – Shareware • Disk number APC28 • 286/512K/VGA • Softville, Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants, PO7 7XN ☎ 0705 266509**
  CAD package which takes full advantage of the PC's 156-colour VGA graphics

ST

- **JIL CAD – Shareware • Disk number ART26M • 1MB/Mono • Floppyshop, PO Box 273, Aberdeen, AB9 8SJ ☎ 0224 312756**
  Comprehensive, power-hungry 2D CAD software

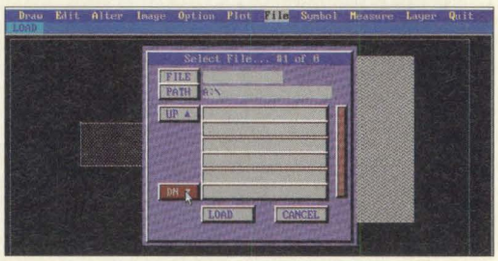
FOR THE PC

The powerful processor and super high-resolution display at the heart of most PC's these days just yum up the donkey work required by CAD. Consequently, the CAD software available for PCs is, quite simply, stunning. And so now, a brief silence for PC owners to wallow in their moment of glory...

Draft Choice 1.51

It doesn't matter what engine a car has, it's the finish that sells it (what are you on about now? – Ed). *Draft Choice* absolutely shines in the department overlooked by so many PC packages - presentation. All the dialogue boxes, file selectors and requesters are in full colour and have a really nice bas-relief look – this is one piece of software you're not going to want to forsake for Windows!

But however good it feels to give the old VGA a flex, it's the power that counts and here *Draft Choice* makes an equally strong bid. A menu bar runs along the top of the screen containing all the options with submenus to cram in all the extras. The method of selecting objects – drawing a frame around the one



With every aspect of *Draft Choice* looking just as good as this one, it's a real cure for Windows-envy

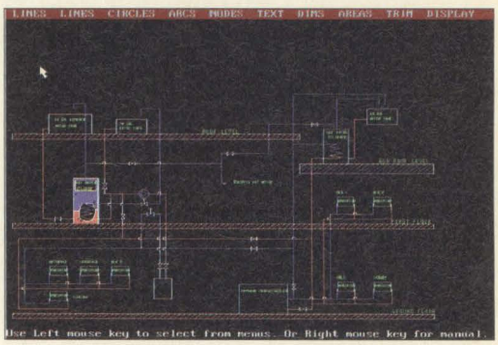
you want from the selection palette – is a little unusual but you soon get used to it.

Draft Choice has all the functions you need to tackle even the most tricky CAD problems. The quite expensive £45 registration fee buys you a full manual and product support. Quite simply, it's brilliant!

PC 96%

TSquare

The majority of programs that began development in 1984 are dead and buried, but fortunately not *TSquare*, which proves that old doesn't necessarily mean obsolete. *TSquare* came out at a time when, if you wanted to get involved with computer-aided


LINES LINES CIRCLES ARCS MODES TEXT DIMS AREAS TRIM DISPLAY
Use Left mouse key to select from menus. Or Right mouse key for manual.

Here's a little something I prepared earlier (ahem!) – *TSquare* demonstrating one of the more specialised areas of CAD

design, you had to buy a specialised computer. *TSquare* was designed to bring the power of specialised CAD to the common or garden PC (sounds like they should have called it Robin Hood to me).

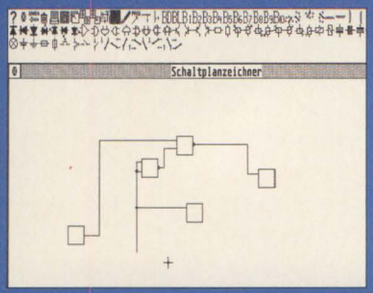
Three menus control the action and are mouse-controlled. Clicking the left button will activate a menu, clicking the right will cycle through the others. A huge range of tools are available. Quitting and reloading returns you to the position at which you left, which is a nice touch.

TSquare is a truly professional CAD package, capable of practically any task. Testament to its quality is the fact that the supermarket chain Sainsbury's regularly uses the program; yep, if you've walked around a Savacentre, the chances are it was designed with *TSquare*! Need more proof? Try it yourself!

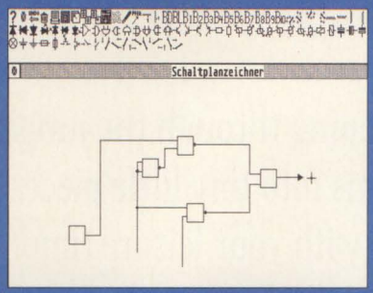
The £25 registration fee is the bargain of a lifetime (honest guv, would I lie to you?) Paying the slightly steeper £99 will buy you a full manual and a few extra features. Whatever way you choose to register, you can't put a foot wrong with either of the PC CAD packages reviewed here. Amazing!

PC 93%

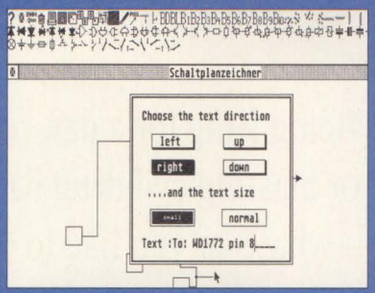
Schaltplan, the electronics-specific CAD package for the ST, is put through its paces



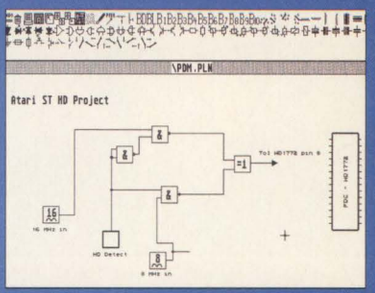
4 Putting in the connection points is the next stage. These are easily added with the icon that looks suspiciously like spray paint (11th from the left in that jumble of icons at the top of the screen). Just point and click where necessary



5 The diagram ends pointing towards the WD1772 disk controller. Add arrows to clarify things (by using 13th tool from the left). Don't forget that any mistakes can be easily corrected by using the CUT tool (the ninth tool)



6 With the main diagram out of the way, it's time to add the text. This is accomplished by choosing the 12th icon (quite how it relates to text nobody knows) and filling the dialogue box. Press the right mouse button to exit text mode



7 Finally add an IC (Integrated Circuit) to brighten things up. Select the IC icon (you can't miss it, it looks like a little chip), position where you would like it to start and drag down to the size you need – in this case 28-pin

FOR THE ST

The ST's high resolution display is ideal for computer-aided design. So ideal, in fact, that nobody seems to have bothered writing any software for the two colour resolutions! But take heart – a shareware mono emulator will have you up and CADing in no time.

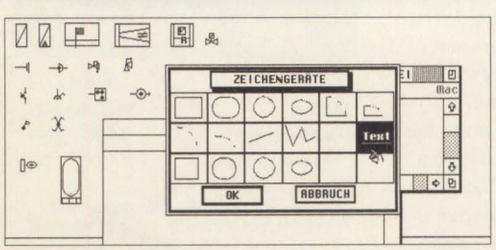
Student CAD 2

Student CAD 2 is comes from that ST heaven known as Germany. Germans take their STs, like everything else, very seriously and CAD is no exception. Unfortunately the prompts and instructions aren't in English, so a lot of experimental clicking is required.

Being totally GEM-based, you needn't limit yourself to one drawing; up to four can be open at once. The drawing method is admittedly a little over-complicated, but flexible, and pressing the Space bar to change between Draw and Move mode – which is what you have to do – soon becomes second nature. The drawing tools are comprehensive enough – circle, ellipse, lines, curves, segments and many more are available, as are all the Atari fill patterns.

The package has a lot going for it: the functions work in a fairly logical way, it has great macro support and is pretty efficient. But when you begin to stack up the problems – German prompts, no colour support, dodgy on some TOS versions (although this can be solved by using an early TOS version, available on the Floppyshop disk LAN 3) – things aren't quite as rosy. Take it as it comes.

ST **73%**



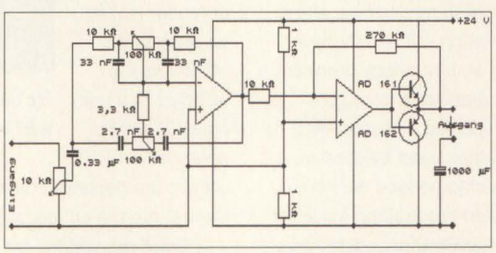
With a fully GEMed interface and a good range of tools, *Student CAD 2* isn't bad at all (providing you happen to speak German!)

Schaltplan

Schaltplan is yet another package to issue forth from Germany. Fortunately some kind soul has taken the time to translate the whole thing into English, including the documentation file.

Schaltplan is, unsurprisingly, a package to help electronic buffs everywhere. Why, 'unsurprisingly'? Oh, did I forget to mention that the name, roughly translated, means 'circuit planner'?

A panel of icons depicting electronic components runs along the top of the screen, with a standard GEM window occupying the lower two thirds. Operation is very simple – just click on the component you need, position the pointer over the window and press the mouse button. The actual page size is limited to A4, but considering most printers won't print on anything larger anyway, this isn't really too much of a problem.



Circuit design has never been so easy! Get a copy of *Schaltplan* and who knows? Maybe you could could design the next stylophone!

Printer support is of the build-your-own variety; you need to enter a couple of control codes that you'll find in your printer's manual. Although it's a bit of hassle at first, it does enable you to use *Schaltplan* with whatever printer you happen to own.

One of the program's faults is that drawings are printed out exactly as they appear on-screen which means loads of jagged lines. OK, so dot matrix printer users won't notice any difference, but the same thing happens on high-res laser printers. Bad news!

Schaltplan is a good little program for small circuit design. It works very well and is far easier than fiddling around with stencils, but remains fairly unexciting.

ST **76%**

Know your sources

AMIGA

- T-TECH DRAW – Licenceware • 512K • £3.99 • Disk number L035 • Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261
- MCAD – Shareware • Registration fee $20 • Disk number U207 • NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA ☎ 0983 529594

PC

- DRAFT CHOICE 1.51 – Shareware • Registration fee £45 • 640K • EGA/Mouse recommended • Disk number APC31 • Softville Computer Supplies, Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants PO7 7XN ☎ 0705 266509
- TSQUARE – Shareware • Registration fee £25/£99 • 512K • Mouse required • Disk number APC44 • Softville Computer Supplies, Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants PO7 7XN ☎ 0705 266509

ST

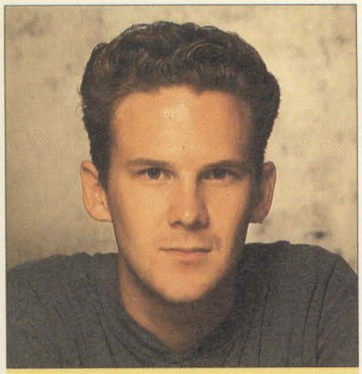
- STUDENT CAD 2 – Shareware • Registration fee 10DM (£4.00) • 512K • Mono • Disk number UTL 146M • Floppyshop ST, 45 Provst Graham Avenue, Hazelhead, Aberdeen AB1 8HB ☎ 0224 312756
- SCHALTPLAN – PD • 512K • Mono • Disk number UTL 418 Floppyshop ST, 45 Provst Graham Avenue, Hazelhead, Aberdeen AB1 8HB ☎ 0224 312756

In conclusion

Computer Aided Design is an industry waiting to happen. In not too many years CAD packages will be in everyday use, as DTP packages are today.

If you own a PC, you have the choice of some of the finest CAD software available in the public domain and shareware; the quality is usually good, but *Draft Choice* is just stunning! The ST and Amiga can also lay claim to some pretty powerful goods.

Public domain and shareware software mean that you can benefit from the power, accuracy an flexibility of CAD without the crippling cost. You just can't afford to ignore it, so what are you waiting for?



Games

Being King for a day, romping through the jungle or blasting evil drug barons into tiny little pieces – whatever you like to do with your leisure time, the public domain has a game that lets you live out your wildest fantasies (well, within reason). Adam Waring leads you through the latest batch on offer...

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Computers have revolutionised the way we work in the last decade. Virtually every business in the land has some sort of computer helping out with the legwork somewhere. What used to take hours with pen and paper now often takes just a few minutes, thanks to computerisation. These days we simply can't envisage working without them.

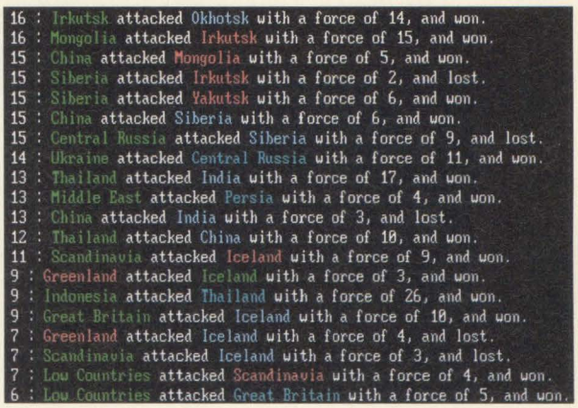
They're pretty good when it comes to making use of your leisure time, too. No longer do you need a human opponent to play against. If you're in on your own with an evening to spare, then the computer can take the place of your partner.

But if you do have a pal at hand, then a two-player game will make for even more fun. It's a pity that so many programs in the public domain neglect to allow for this option.

Take *Global Warfare Simulator* and *Serendipity*, for example. These are both multi-player games, with ideas 'borrowed' from traditional two- or more-player board games. It's a shame, then, that the option to play against a fellow human has been omitted in both cases. It would have been relatively easy for the programmers to have built this function into the games' code, and the increased fun factor would have been well worth the extra effort.

So a plea to PD games programmers everywhere: solo games are fine, but where appropriate, include a two-player option. It'll be more than appreciated!

Global Warfare Simulator


16 : Irkutsk attacked Okhotsk with a force of 14, and won.
16 : Mongolia attacked Irkutsk with a force of 15, and won.
15 : China attacked Mongolia with a force of 5, and won.
15 : Siberia attacked Irkutsk with a force of 2, and lost.
15 : Siberia attacked Yakutsk with a force of 6, and won.
15 : China attacked Siberia with a force of 6, and won.
15 : Central Russia attacked Siberia with a force of 9, and lost.
14 : Ukraine attacked Central Russia with a force of 11, and won.
13 : Thailand attacked India with a force of 17, and won.
13 : Middle East attacked Persia with a force of 4, and won.
13 : China attacked India with a force of 3, and lost.
12 : Thailand attacked China with a force of 10, and won.
11 : Scandinavia attacked Iceland with a force of 9, and won.
9 : Greenland attacked Iceland with a force of 3, and won.
9 : Indonesia attacked Thailand with a force of 26, and won.
9 : Great Britain attacked Iceland with a force of 10, and won.
7 : Greenland attacked Iceland with a force of 4, and lost.
7 : Scandinavia attacked Iceland with a force of 3, and lost.
7 : Low Countries attacked Scandinavia with a force of 4, and won.
6 : Low Countries attacked Great Britain with a force of 5, and won.

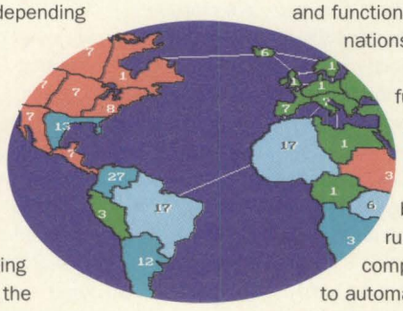
The computer's goes happen so quickly that it's difficult to see exactly what went on. Luckily you can call up a News Report of recent world events

Power. That's what makes the world go round, or more precisely, what sends armies round the world waging war.

And it just so happens you're the sort of megalomaniac with the power to do this sort of thing. Nothing short of world domination will satisfy your lust for power. Unfortunately there are other, equally ambitious would-be megapowers who you'll have to beat to get anywhere near world leadership.

This is a computerised version of the classic board game *Risk*. Aside from what Parker Brothers might have to say regarding copyright, it plays a pretty good game too.

For the most part, the rules are the same as the board game on which it's based; players take it in turns to invade each other's countries and get allocated armies depending on the amount of territory they've conquered. Attacking is done invisibly – the computer does all the working out and you just see the results – but the theory behind it is the same as in the board game. The attacking army may roll up to three dice, the defending up to two. The highest dice are compared; If the attacker rolls the higher number then the defender looses an army unit, otherwise the attacker is a unit down. If all the defender's armies are depleted, then the attacker moves into the conquered territory.



The world map shows who owns which countries, and who they can attack

There are various areas on the map that are strategically good to have geographically. Holding an entire continent gives additional replacement armies to the holder each turn.

The game is icon-driven and fairly easy to play. The graphics are pretty and functional, with the world's nations depicted clearly.

The game goes further than the board game equivalent, with a certain amount of bending of the rules allowed. The computer will also offer to automatically move your armies about for you after attacks.

Up to ten players can take part, though unfortunately only one can be human, the others are automatically controlled by the computer.

The doc files claim that the computer uses quite advanced intelligence routines, and will remember particularly vicious attacks and will seek revenge and so on, though I managed to take on all comers relatively easily (admittedly it was on the easiest level).

If you're a *Risk* fan, then your PC deserves to have this program (especially as the pitifully low registration fee gives you World War II and Fantasy scenarios to fight in too).

IN BRIEF

Type	Shareware
Author	Phil Munnely
Requirements	512K • EGA
Registration fee	£6

Available from:
Nildram Software, 82 Akeman Street, Tring, Herts HP23 6AF ☎ 0442 890303

PC 82%

Watch out for this gun boat. The blighter manages to get me every time!

These drug barons certainly know a thing or two about home security

Raid III

AMIGA

Get ready for your latest mission. It's gonna be tough, it's gonna be dangerous and it's so secret that I'm not telling you what it is...

You never get a moment's rest, that's the problem with being a hero. No sooner have you completed one death-defying mission, than you have to go on another. This time you're waging war against the drug barons, and you're gonna teach 'em to say, "No!" with the aid of a few well-aimed Maverick missiles.

Raid III is the third in a series of *Raid* games (now there's a surprise!), each sequel offering more and more advanced hardware, and tougher and tougher missions to fly.

Actually, there isn't a lot of difference between the games, graphics aside. You're in the cockpit of a helicopter gunship. You basically blast everything that moves to pieces (and a fair number of things that don't move, too). The screen scrolls slowly and smoothly ever-upwards. You sit at the bottom and fire forwards at the baddies as they appear on-screen.

Can't we just talk about this in a civilised manner and reach a compromise? No, I guess not

The game has been written with the aid of the popular games creation utility, the *Shoot-'Em-Up Construction Kit* (or *SEUCK* to its friends), and shows its roots. It's well-designed, however, and provides quite a challenge, but is not so tough as to make it impossible. After a few plays you'll learn the enemy's attack patterns and be ready for them.

There are several types of enemy; choppers, tanks, gunboats and foot soldiers. These all have distinctive movement patterns and methods of firing. For instance, choppers always shoot diagonally and gun emplacements will attempt to track you.

You can't actually collide with the enemy – such contact damages neither you nor them – and can only be killed by being hit by enemy fire. Sometimes the bullets are quite hard to spot, especially those fired by the foot soldiers which are little more than a couple of white pixels flying across the screen.

Every now and again you'll come across a hostage who cries for help as you fly past. Rescue them and you'll be rewarded with an extra life.

Eventually you'll reach a mid-level baddie. The screen will stop scrolling and you have to attempt to stay alive for the duration of the encounter. It's not necessary to kill it to move on, but it's a pretty tough customer and you'll do well just to stay out of its way.

The graphics in *Raid III* are excellent. For the first part of the game you're flying over tropical vegetation, crossed with roads, rivers and tank tracks. The sprites, too, work well and give the game a great atmosphere.

It's pretty straightforward as shoot-'em-ups go; there are no extra weapons or pick-'em-ups to be found to enhance your firepower or add anything extra to the gameplay. In fact, apart from the graphics, there is little to distinguish it from the other games in the *Raid* series, or anything else written with *SEUCK* for that matter.

Raid III ain't bad, but you can't help feeling that the game's author has done little to improve this sequel apart from bashing in a set of new graphics. Maybe he has reached the limits that *SEUCK* has to offer, but a little originality wouldn't go amiss.

Haven't I seen that somewhere before?

Raid III **is the third game in the *Raid* series and offers little over its predecessors. Basically the scenario's the same in all three; you fly a helicopter into heavily-defended enemy territory and blast everything you see to Kingdom Come. A bit like any shoot-'em-up, really...**

The original *Raid*. The graphics have changed; the playability remains the same

Raid II: Mission X – as with all games in the series, the graphics are beautiful

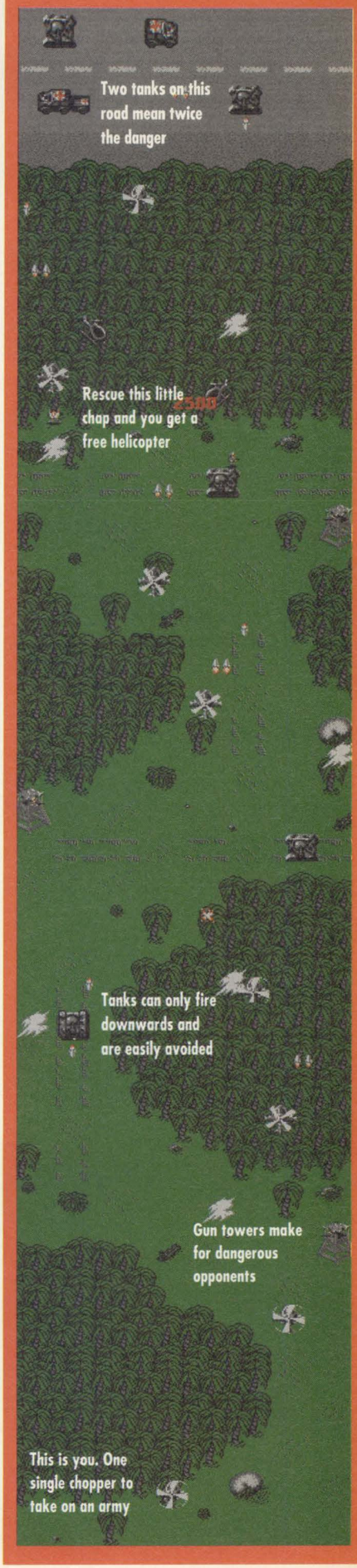
IN BRIEF

Type	PD
Author	Fez
Requirements	512K
Disk number	G281

Available from
NBS, 132 Gunville Road, Newport, Isle of Wight PO30 5LH ☎ 0983 529594

AMIGA 77%

Just the beginning...


Two tanks on this road mean twice the danger
Rescue this little chap and you get a free helicopter
Tanks can only fire downwards and are easily avoided
Gun towers make for dangerous opponents
This is you. One single chopper to take on an army

This is the final level in *Klatrix*. It's a pity that you get to see it a little too quickly

Some of the screens are so gaudy that it's difficult to see exactly what's going on

Klatrix

Hmm, *Klatrix*, eh? Bet you're thinking that sounds like a bit of a cross between *Klax* and *Tetris*, aren't you?

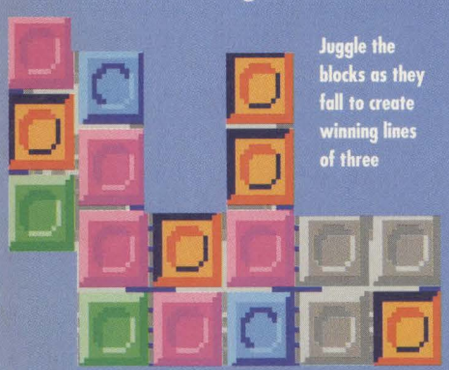
Well, you're absolutely right. In other words, it's a version of the game *Columns* as well. Trios of coloured blocks fall from the top of the screen and stack up (as in *Tetris*). You get rid of them by forming rows of like-coloured blocks in either vertical, horizontal or diagonal strips. When you create a row of three blocks of the same colour, the line disappears and any blocks above fall down to fill in the gaps. The process is repeated until, eventually, the screen fills up completely and it's game over.

Survive for a certain length of time and the computer decides you've had it a little too easy; it forces you up a level where everything moves just a little bit faster and the graphics – both the blocks and the backgrounds – change. I'd hate to see the programmer's wardrobe if the colours chosen for this game are anything to go by. As the game progresses the colours become more and more garish and it's sometimes difficult to distinguish between the background and the blocks in the foreground.

The falling pieces start off as normal, run-of-the-mill square-shaped blocks, but these give way to bubbles, diamonds and even fruity shapes later on. The tempo speeds up a tad, but the game carries on until the computer reckons you're a little too big for your boots on that level and puts you on to an even higher level. This carries on and on until you can keep up with the pace no more.

The gameplay is simple but quite addictive. Chain reactions can occur; if three matching blocks disappear and cause another three to line up, then these will disappear too. But there are instances where the computer doesn't cater for all eventualities. Should you manage to simultaneously create two lines, say a vertical and a horizontal, then only one will be recognised and vanish. A pity, as you think you're dead clever for creating it but you don't get the recognition you so rightly deserve.

The Swedish author asks for a registration fee of, "$10 or whatever," so presumably Kronas are your best bet. Though whether your interest will be sustained for you to get round to registering is another matter – you get to see the final graphic screen a little too quickly.



Juggle the blocks as they fall to create winning lines of three

IN BRIEF

Type	Shareware
Author	Mats Hogberg
Requirements	512K
Disk number	G021
Registration fee	$10 (£6)

Available from
Prophecy PD, 390 Coulsdon Road, Old Coulsdon, Surrey CR5 1EF
☎ 0737 554536

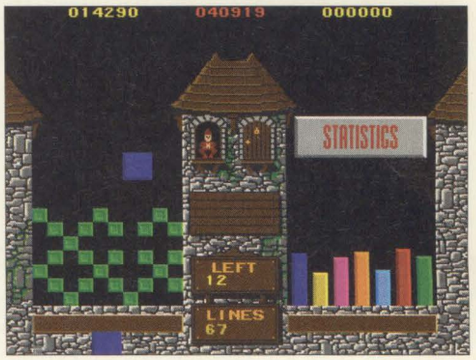
ST 69%

Tetren

Oh no, not again! How many times can the same program be released into the public domain in yet another version?

The game, if you haven't guessed (the clue is in the name, or, if you're still struggling, just check out the screenshots), is *Tetris*, the Russian arcade game that's guaranteed to give you brainache and frazzled synapses.

Tetris is around five-years old now, and people are still churning out 'improved' versions of the original into the public domain. At least this version has a couple of twists that make it worth a look.



In later levels things get pretty sticky. You have to contend with those blocks already on-screen, for instance

For a start, it's pretty. Not sex on a floppy disk, you understand, but the graphics are nice, the presentation is good, and it plays well.

The graphical effects are especially good on the intro screens; mug shots of the programming team behind the game appear on-screen and metamorphose into such things as a deranged vampire and a baby.

Two players can take part concurrently in separate windows at each side of the screen. They don't interact at all, but just share the same screen. In a single-player game the second playing area shows statistics telling you how many blocks have fallen. Good for train spotters.

As you play, a small animated clown prances about in a little window in the castle turrets that form the edges of the playing area. Medieval-style music strums along and can thankfully be turned off to allow only sound effects instead.

The first few levels are quite dull; the gameplay is slow and they are very similar to each other, the object being simply to get rid of a number of lines before the screen clears and you're on to the next level. Things start to get interesting later on, though, with blocks already on-screen in awkward patterns that have to be eliminated. Then there are the weird screens where spooky things happen such as the blocks fading in and out so that you're playing in the dark for a few seconds.

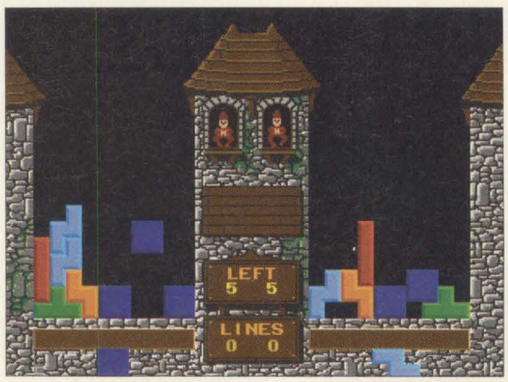
These additions don't add enough to make it significantly different from the original game, though, and while it's playable enough, *Tetren* is a little on the slow side. If you've managed to escape the last five years without having a *Tetris* variant in your collection then this is one of the best around. Others, though, might find yet another copy of such an ancient game is getting a little tedious now.

IN BRIEF

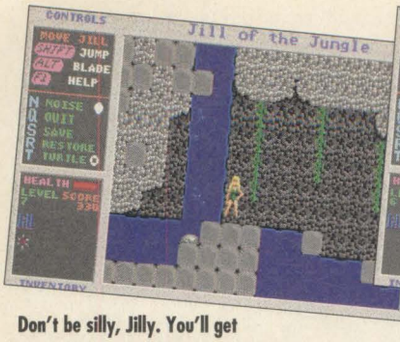
Type	PD
Author	Andy Whiteley
Requirements	1Mb
Disk number	G101

Available from
Ultimate PD, 44 Festiniog Road, Gabalfa, Cardiff CF4 2QS

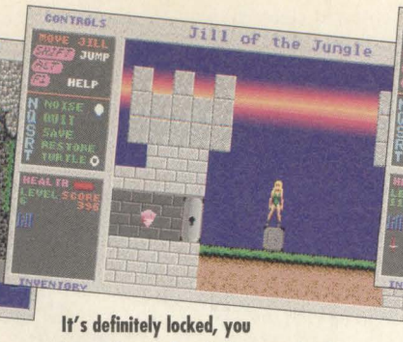
AMIGA 78%



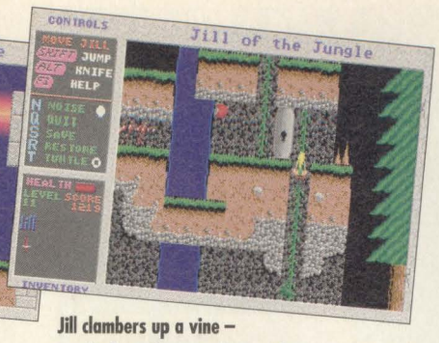
In a two-player game, each player has their own separate window. There's no interaction, apart from playing for the highest score. When a level's complete the amount of free lines are added up



Don't be silly, Jilly. You'll get yourself drowned if you go in there



It's definitely locked, you know. Now, where's the spare key?



Jill clambers up a vine – just look at those rippling, er, biceps

Jill of the Jungle

PC

It's a jungle out there. The thing is, can you help Jill fight her way through it...?

Jill ain't your average babe. She's not scared of spiders and has more balls than a snooker match. What's more, she's got the starring role in the latest game from Stateside shareware outfit, Epic Megagames.

Jill is in one part of the jungle, and, quite simply, she wishes to get to another part. Rather than catching the number 17 bus like anybody else would, she has to make her way through multiple levels of mayhem and fight lots of monsters instead.

And it's down to you to guide her through it all. Jill is dressed in the kind of attire that would make a page three photographer blush. Then again, she does live in the jungle and they haven't invented proper clothes yet.

The game is split into roughly two parts; a map screen where Jill can't come to any harm, and 14 levels where she most certainly can.

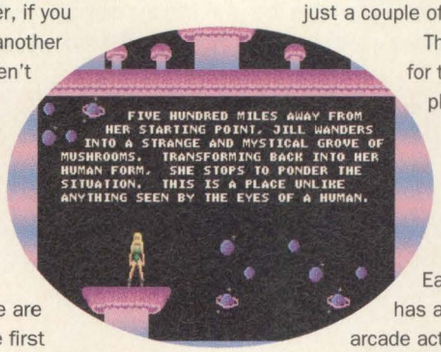
Progress is made by leaping around on the various platforms that make up the game world. There are several objects to collect too.

Apples will give Jill extra energy, and these are, for the most part, in plentiful supply. Keys need to be collected to open doors, and crystals are needed before you can gain access to certain parts of the game.

On entering each level Jill is unarmed. However, various types of weapons can be found, usually within a few steps of entering. The first is a dagger, which has the unusual property of automatically returning when thrown.

Most creatures are dispelled with a single hit; in fact, this is part of the game's downfall – it's just too easy.

Epic seems to have adopted the successful Apogee method of marketing shareware games. The first part of the game is completely intact and free. However, if you register you get another two parts that aren't available as shareware. These are just as big as the first game. The idea is that you'll finish the first part, be gagging for the extras, and so won't find it quite so easy to 'forget' to register the shareware fee.


FIVE HUNDRED MILES AWAY FROM HER STARTING POINT, JILL WANDERS INTO A STRANGE AND MYSTICAL GROVE OF MUSHROOMS. TRANSFORMING BACK INTO HER HUMAN FORM, SHE STOPS TO PONDER THE SITUATION. THIS IS A PLACE UNLIKE ANYTHING SEEN BY THE EYES OF A HUMAN.

Must have been something I ate. Finish the game and you'll see this

This can be taken too far, however. Obviously for the system to work you must be able to complete the first 'free' part of the game sooner or later. Unfortunately, with *Jill of the Jungle*, it's very much likely to be sooner. The game is far too easy and offers little to really challenge you.

When you do get killed, you can start at the beginning of the most recently-entered level as many times as you like. Even if you have to leave the computer and go and eat your tea or go to work, you can save the game at any point. Suffice to say that I managed to complete the game after just a couple of sittings.

There's no excuse for this. Surely they play-tested the thing? Never mind. Let's get back to its good points...

It's a big game. Each of the levels has a combination of arcade action and puzzles to work out before you'll get through it. It has some pretty neat effects too. Later on in the game Jill has to metamorphose into a bird, a fish and a frog to get through tricky sections. If you have a Sound Blaster card installed the game can take advantage of the much-improved sound it offers. Different graphics capabilities are built in for CGA, EGA and VGA standards, so it's not limited to those with higher-spec machines, and if you do happen to have a better-equipped machine then you won't have to put up with lower-quality graphics.

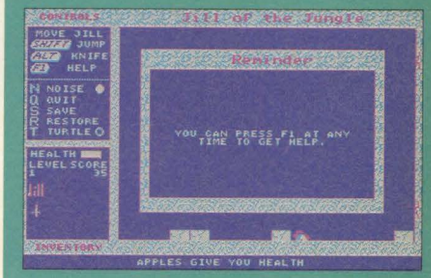
Jill of the Jungle is a fun arcade adventure game. It has a pretty sizeable playing area, with lots to explore and lots of surprises.

However, it's marred by it being far to easy to complete. If you finish it the first time you play it, are you going to want to play it again?

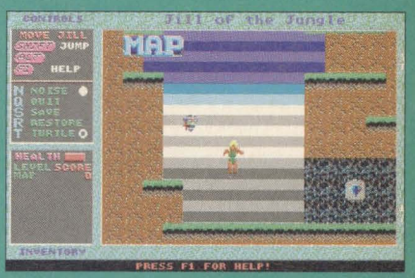
Still, it's fun while it lasts. it's well-programmed, well-put together and does have some nice touches. At least you can judge whether it's worth registering for the sequels.

Cor, look at the pixels on that...

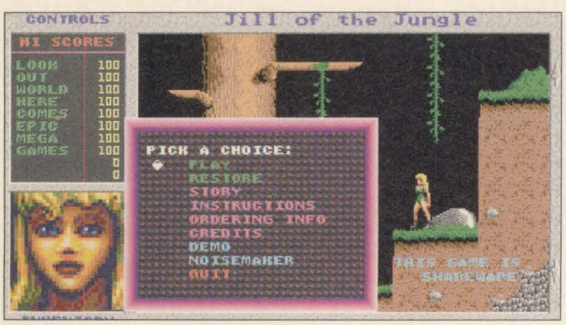
Jill of the Jungle **has VGA graphics, and very nice they are too. Don't worry if you don't have the bee's knees of graphics cards, though, as those with lower-specification cards are well catered for. 16-colour EGA and 4-colour CGA modes are also available, though the higher spec display you have, the better the game will look.**



CGA is the most basic display the game runs on. It's no graphical masterpiece, but at least you can play it



In EGA things look a lot better. It's not often you get a game of this quality in anything under VGA



The main menu screen lets you do more than just play the game

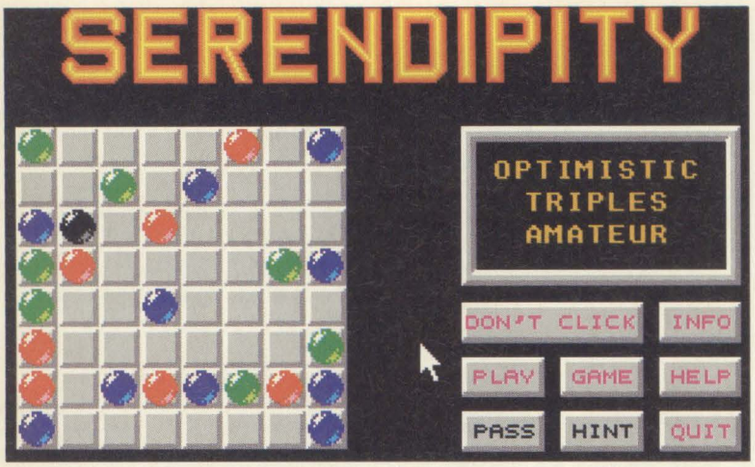
There are some neat graphical effects like trees shimering in the water

IN BRIEF

Type	Shareware
Author	Epic Megagames
Requirements	512K • CGA 286 recommended
Registration fee	£19.95

Available from
Nildram Software, 82 Akeman Street, Tring, Herts HP23 6AF ☎ 0442 890303

PC 86%



Serendipity: a game with 64 places to fill and three different-coloured stones to fill them with

Serendipity

ST

It's doin' me 'ead in! *Serendipity* is a two-player logic game in which you engage in combat with the computer. It's all in an attempt to dominate the playing area with your own colour of playing piece.

So what? Well, rather than being yet another copy of a well-tired board-game format, this game offers a little bit of originality that makes it that bit better than many similar games.

In *Serendipity* you place coloured stones on an eight-by-eight board. The idea is to form rows of three of the same colour, a bit like noughts and crosses. When you create a row successfully, the middle stone changes to your colour, gold. If the computer gets a line of three, the middle stone turns black.

The interesting variation with this game is that you have a choice of what coloured piece you want to use each turn. Both you and the computer are at liberty to use any coloured stone available. The strategy, then, involves playing in such a way that your opponent is forced to make a move that lets you take a line of three.

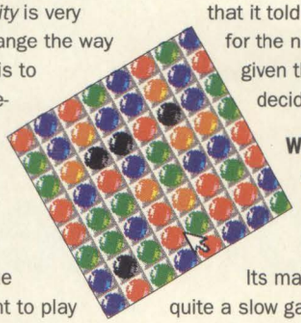
Or it can do. *Serendipity* is very customisable. You can change the way it plays so that the object is to end up with the *least* three-in-a-rows as possible. Or you can arrange to play a 'sudden death' variation where the first player to complete a row wins.

You can also select the number of colours you want to play with, from just one (which actually makes for the most difficult game) to three, decide on the computer's intelligence level and so on.

The computer has been given the 'personality' of an irritating younger cousin who you can't give a good thumping to because your auntie is watching. It throws a constant stream of insults at you; if you don't make your move within three nanoseconds it comes out with a barrage of abuse, calling you 'idiot', 'stupid' and so on.

There are some cute features built into the program too. There's a Hint button that you can click on if you can't see an obvious move. But the computer cheats! It often suggests that you go a in place that it knows full well will give it a row of three.

There's also a button marked, 'Don't click here'. So you click it, obviously. The computer then screams that it told you not to do that and for the next game you're only given three seconds to decide on each move.



When the board's chocka the computer counts up tells you who's the winner

Its main failing is that it's quite a slow game at first, and only really gets interesting towards the end when there are enough pieces present on the board for things to start to get tricky. Until then, it's fairly dull.

IN BRIEF

Type	PD
Author	Peter Bailey
Requirements	512K
Disk number	G036
Available from	PD4U, 4 Sintonville Avenue, Belfast BT5 5DG ☎ 0232 672338

ST 73%

Pork A Pork

AMIGA

You're a pig. No, I didn't mean that as an insult. It's what you play in this game; a pig on an elevator, in fact, who has to pop some nasty great wolves' balloons.

OK, so the plot's a bit dubious, but bear with it. You sit on a mouse-controlled platform at the left-hand edge of the screen. The wolves appear at the top of the screen and float downwards, or run along the bottom and launch themselves into the air. They use balloon power to make their gentle ascents and descents.

Pressing the mouse button fires an arrow at the furry fiends. Hitting them directly has no effect and your arrows pass right through them. You have to burst the balloons above their heads to make them plummet to their deaths.

A pig's life expectancy becomes pretty limited when there are this many wolves on screen

Any wolves that make it all the way to the bottom of the screen stand beneath you on each other's shoulders, limiting the amount of space you have to play with. If they reach the ledge at the top then they push a large boulder gradually closer towards you and when it falls you'll be good for nothing but bacon butties.

The wolves also shoot at you as soon as they are level with you. If they hit, you're a life down; the bad news – and this is the only part of the game that bears any resemblance to reality – is that you only have one life, so one hit means game over, Porky.

Because the wolves are constantly on the move, you have to plan ahead so that the arrow hits the balloon as it moves. It's fairly easy to stay out of the way of the bullets when the wolves are far away from you. However, the game is flawed in that the nearer the wolves are to you the harder it is to avoid their fire. When they're really close it's impossible – you just can't move out of the way quickly enough.

The game looks pretty impressive,

These are the guys who'd like to see you between two slices of wholemeal bread

with some snazzy graphics and nifty animation. But there's nothing to it! (I tried everything I could think of to see if there was something I was missing but without success – and the game comes without instructions.)

Shooting wolves won't keep you occupied forever (I give it five minutes at the outside). A bit of a pig, really.

IN BRIEF

Type	PD
Author	Silpstream
Requirements	512K
Available from	Start Computer Systems, 20 Holmside, Sunderland SR1 3JE ☎ 091 565 2506

AMIGA 46%

Conquest

It's not so great being a royal, you know. There are all those trees to plant, hands to shake and the small matter of keeping your kingdom in order...

Though the game's display is pretty, all the information you really need is given in the text box at the foot of the screen

Wish I was King. It'd be brilliant; leading a life of luxury, wanting for nothing and being able to eat ice cream and chips whenever you like and being able to stay in bed all day long watching telly.

You may think that being monarch would be ace, but it's not such a cushy number as it might at first seem. For a start, you've got to keep the populace reasonably happy – you don't want the peasants to be revolting so insist they wash daily. You've got to keep them reasonably alive too – and that means providing them with nosh.

What else? Oh yes, there is some entertainment to be had. War. There are plenty of neighbouring kingdoms to 'visit', where you can nick food, kill the inhabitants and generally be a bully.

The game is icon-driven – and it has plenty of them. It can be a bit daunting at first, with so many icons to choose from, but a little tinkering around with the game's control system and you should soon have it sussed out. To make things even easier, we've explained them in the box on this page. We're just too good to you.

You can send spies all over the shop to suss out your neighbours' details

The object is to survive for one year; achieve this and you're given a more difficult kingdom to master. At the start of the game you're asked for your name and the type of leader you want to be; agricultural, military, thrifty or generous. These juggle around your attributes, determining the amount of farm land you have, the size of your army, the amount of money you have and how much respect the populous has for you.

Then it's a case of ordering your townsfolk about, telling them how many acres of land to plant crops in and how many trees to chop down to build boats and defences. You can send spies to other villages for a spot of recon or ask an inventor to make things for you to better your chances of survival; but the most important thing is to keep your folk fed. Forget this and it'll be game over more quickly than you can say, 'The King is dead.'

Graphically the game is impressive. The landscape is contoured and has lots of nice incidental graphics such as a bird flying across the skyline and smoke rising from village fires.

The downside? Well, planting crops and checking birth rates may be your cup of tea, but it's not mine. Most of the game consists of constantly accessing different menus, checking that food levels haven't dropped too low and making the necessary adjustments. I really just couldn't be bothered with it. It's just too fiddly. Have a go, by all means, but you may find that you don't have the patience to be King of the castle.

IN BRIEF

Type	Shareware
Author	Ralph Effemy
Requirements	512K
Disk number	GA1386
Registration fee	£5

Available from
Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

ST **77%**

Taking control of your kingdom

Buttons here, buttons there, buttons every-blinkin'-where. But don't panic – simply follow the *Public Domain* guide to what does what...

ACTION

BUY – Here you can buy extra food, if you have the enough gold!

SELL – Here you can sell your food, if your subjects have enough gold

SOW SEEDS – Sow your seeds to increase your food supply

REAP CROP – If your crop is ripe then you can set about gathering it

BUILD HOUSES – The health of your people depends on their comfort

BUILD DEFENCES – Build defences from trees. The stronger the better

LIVESTOCK – Livestock doesn't consume your food but can be slaughtered

TREES – You can build boats, houses and defences from trees. Use them wisely!

INVENTOR – You can call on your inventor to create more advanced things

BOATS – The number of boats you build affects the number of fish you catch

FISHING – This is determined by the number of boats you have built

DISTRIBUTE FOOD – Make food available to your subjects for free!

PEOPLE

BIRTHS – This will tell you the latest number of births in your kingdom

DEATHS – Deaths will increase in winter so make sure you have enough food

INJURIES – Shows how many of your subjects and soldiers are in ill health

COMBAT

RECRUITMENT – Ask for volunteers to join the army. You can do this three times

CONSCRIPTION – If you can't get the volunteers, you have to buy your army!

TRAINING – Train your army. Training takes 20 days. No more and no less!

DEFEND – Click on here when you want to defend your subjects from attack

ATTACK – You're asked for a target and your campaign army makes its own way

SKIRMISHERS – If skirmishers stumble across any enemy patrols they will attack

INSTRUCT SPY – Send spies to find out the wealth of your neighbours

SPY MESSAGE – Click here to read the message of your chosen spy

SPY TRAINING – As ARMY above but spy training only takes ten days

HEALTH

HEALTH (ARMY) – Tells you the number and state of health of your army

HEALTH (VILLAGERS) – Gives the number and state of health of the villagers

STATUS

GOLD – Tells you how much gold you have in the royal treasury

FOOD – Tells you how much food you have available to your citizens

WATER– Informs you how plentiful the water supply is. Changes with the season

INVENTIONS – Tells you about the useful inventions you've had created

LIVESTOCK – Indicates how many animals you have available for slaughter

BOATS – Tells you the how big your fleet of fishing vessels is

POPULATION – You can't be a ruler without subjects. This tells you how many

ARMY – The size of your army is displayed when you click this button

ACREAGE – Advises you of the amount of unplanted farm land available

TREES – Displays the number of trees you haven't chopped down yet

FOOD (in store) – Tells you the amount of food you have available

HOUSES – Tells you how many dwellings you've constructed

DEFENCES – Shows you the strength of the defences you've built

DATE – Gives you the current date (game time, not real time!)

SURRENDER

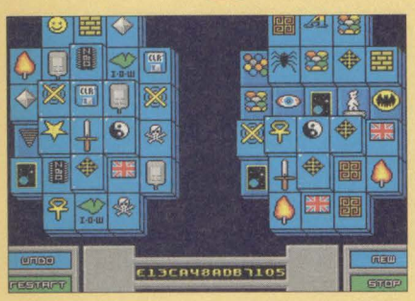
QUIT – Fed up of being King? Want to get back to reality? Then click this

RE-START – If you're not doing too well, then you can have another go

INFO – Simply gives the author's copyright message and other details

You will need to use all these icons to be a successful ruler, so learn how to use them wisely

Dragon Tiles



Dragon Tiles is based on the ancient game of Mahjong, but has modern graphics instead

Mahjong has been the inspiration for dozens of PD games. The latest is from the Collective Licenceware Register, a new range of licenceware software that's sold by quite a few Amiga PD libraries.

The aim is to clear away a set of tiles. These are arranged in piles; you can only see the top tile of any one stack. Tiles are taken away two at a time following two simple rules; they must match and there must be a gap either to the left or right of them.

The pictures used on the tiles aren't in the traditional Oriental style, but depict more computerish symbols. The change of style in graphics denies the game some of its more subtle variations; there are no special tiles such as the flowers which don't have to be matched exactly. Instead, there are four of each design with no exceptions.

There are numerous variations in the layout of the puzzles available, which are selected before you start the game. There are many odd shapes to choose from, the oddest one resembling the USS Enterprise.

It's very well done, and if you've somehow managed to avoid adding a Mahjong-style game to your collection, then this could be the time to do it.

IN BRIEF

Type	Licenceware
Author	SJ Smith
Requirements	512K
Disk number	CLG08
Price	£3.50

Available from
NBS, 132 Gunville Road, Newport, Isle of Wight PO30 5LH ☎ 0983 529594

AMIGA 72%

Looly

Please, don't hurt me. There are loads of nasties, but you can change their ways with a little TLC

Lock your doors. Hide under the table! It's the attack of the mega-cute baby fiends.

This is a shoot-'em-up, but instead of flying an advanced tactical nuclear fighter firing atomic missiles, you play the part of an angelic winged toddler, shooting love hearts to disperse with the evil toys that threaten little diddums' safety.

Don't it make ya sick? Still, put away the buckets, that's the scenario, and it's up to you to guide the little brat through this vertical-scroller, protecting him from harm and changing the bad toys' attitude; it's amazing what a little dose of love can do.

And, boy, are those baddies bad. You're bombarded by their bullets from all directions, and as well as the flying ordnance there are fires and other nasties that you'd be best to avoid.

It's a strange mix, this cutsie-cum-shoot-'em-up, but actually proves to be quite a toughie. It's been written with the *Shoot-'Em-Up-Construction Kit* and so, apart from the unusual theme, looks like many other games created with the same program.

Graphics are suitably cutsie, and very bright and colourful. But in the end, it's just another shoot-'em-up and isn't really anything special.

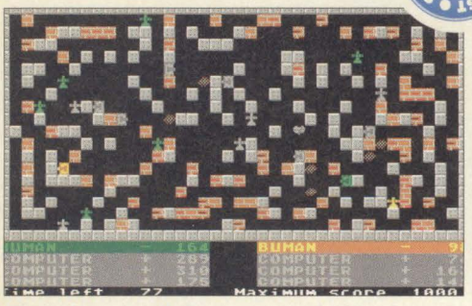
IN BRIEF

Type	PD
Author	Fun Club
Requirements	512K
Disk number	SOF 829

Available from
Softville Computer Supplies, Unit 5, Stratfield Park, Elettra Avenue, Waterlooville Hants, PO7 7XN ☎ 0705 266509

AMIGA 76%

Mazewar



The graphics are small, the program runs slowly, and you really need eight people to play it. Apart from that, it's fine

Eight-player games aren't something you see that often, but *Mazewar* is one such beast. The scenario is simple: each player controls one of eight tanks in a maze. Quite simply you blast each other up the backside as many times as possible.

The game is played against the clock, and the winner is the person who shoots others the most while getting hit the least themselves. Points are gained for shooting your friends and lost for being hit. It's a little like the game of Laser Quest where you run around a deserted warehouse with a laser pack on your back and try and shoot as many of your mates as possible in 15 minutes.

Just in case you don't happen to have eight friends round your house, you can configure the computer to play as many robot tanks as you like. Only STE owners will be able to use all the available players, as the program uses the additional joystick ports that this machine has to offer.

Mazewar is an interesting idea or a game, but runs quite slowly and jerkily, and it's not really likely to hold your interest for very long unless you have a particularly large circle of friends.

IN BRIEF

Type	Shareware
Author	Andrei Ellman
Requirements	512K
Registration fee	£5

Available from
Wacko Software, Willem Pijperstraat 63, 1077 XL, Amsterdam, The Netherlands

ST 70%

Tile Match

Tile Match is a variation on a theme that's been doing the rounds for donkey's years. It does it pretty well, though

We've seen it all before; *Tile Match* is one of those kiddies' games where you have a stack of upturned tiles and you have to turn them over, matching pictures which score you points.

This is really like any of the other countless versions of the game that have appeared in the public domain. The main area in which this version scores points is that it is very customisable; you can select various numbers of computer/human players, the amount of tiles, scoring systems and whether a player can continue or not after you match a pair.

It's unlikely that adults will find much of a challenge in this game, though it can be set to quite tricky levels. It's really meant for kids, and you should be able to set the difficulty level just right for your youngster.

The graphics are bright and colourful, and there are oodles of tile designs from which to choose. If it's a Match Pairs-type game you're after, then this must be the definitive version for the PC.

IN BRIEF

Type	Shareware
Author	Nels Anderson
Requirements	512K • EGA
Registration fee	£12.95

Available from
Nildram Software, 82 Akeman Street, Tring, Herts HP23 6AF ☎ 0442 890303

PC 72%

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From "Die alien scum" to "Hmm, I wonder what would happen if..." we've covered games that evoke every reaction. OK, so with some the reaction has been "What a load of..." but there's plenty of top notch, "Wow"-inducers, too, and here are the wowiest from issues one to eight...

PC

❶ Cosmo's Cosmic Adventure — Issue 7 — 97%

SMS Shareware, 19 Corshalton Road, Camberley, Surrey ☎ 0246 681864

OK so its a rip-off of *Sonic the Hedgehog*, but who cares? *Cosmo's Cosmic Adventure* is the most fun you're ever likely to have on a PC. Essential gaming.

❷ Commander Keen 4 — Issue 3 — 96%

PSA, 10 High Street, Tadlow, Royston, Herts SG8 0ES ☎ 0767 23302

The second series of *Commander Keen* games. Can you save the galaxy single-handedly? Great graphics and loads of surprises.

***Comander Keen 4*: platform action and perplexing puzzles**

❸ Wolfenstein 3D — Issue 8 — 96%

Nildram Software, 26 Stanley Hill Avenue, Amersham, Buckinghamshire HP7 9BD ☎ 0494 432342

Escape from a nazi POW camp, blasting the enemy as you go. Intriguing game in which you see the everything from the escapees point of view. Very fast, looks great.

❹ Duke Nukem — Issue 2 — 94%

PSA, 10 High Street, Tadlow, Royston, Herts SG8 0ES ☎ 0767 23302

Huge platform game. Enter the evil dictator's fortress and teach him a lesson he'll never forget. Plenty of things to see and destroy.

❺ Paganitzu — Issue 4 — 92%

PSA, 10 High Street, Tadlow, Royston, Herts SG8 0ES

Multi-level all-action thrills inside a pyramid. Collect diamonds and avoid venom-spitting snakes. Great graphics, great puzzles.

❻ Hugo's House of Horrors — Issue 1 — 92%

Classic Shareware, 23 Fieldhead Close, Pontefract WF8 2ED ☎ 0977 794876

Brilliantly funny adventure game where your animated character mimics your actions on-screen as you type them in. He walks, he talks and he dies a lot too.

❼ Monuments of Mars — Issue 2 — 88%

PSA, 10 High Street, Tadlow, Royston, Herts SG8 0ES ☎ 0767 23302

Arcade game set on the red planet that's packed with puzzles. You'll die plenty, but there's unlimited lives so you can keep on going for ever...

❽ Domination — Issue 6 — 85%

Testware, 46 The Avenue, Harrogate, North Yorkshire ☎ 0423 886415

A tiles-on-a-grid puzzle in which one move can lead to a massive chain reaction.

❾ Captain Comic — Issue 2 — 85%

Eigen PD, PO Box 722, Swindon SN2 6YB ☎ 0793 611270

This is one big game. Your superpowers are limited, but there are lots of things to pick up to make them better. Cartoon graphics add to the atmosphere.

❿ Ground Wars — Issue 1 — 85%

Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

Two-player warfare game based in the Gulf. You have to take apart your opponent's tanks and military targets before they do the same to you.

ST

❶ Llamatron — Issue 1 — 96%

Llamasoft, 489 Mount Pleasant, Tadley, Hants

Manic blast with hundreds of levels and even more llamas! Kill all manner of unlikely enemies to progress through the levels. It's weird, wacky and, quite simply, wonderful!

❷ Ozone — Issue 3 — 94%

Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

Brilliant-looking arcade game with playability to match. Can you get your round-but-cute blob to the exit safely? Oh-so-cute graphics complement the gameplay.

❸ Violence — Issue 7 — 93%

Martin Barlow, 33 Torr Vale Road, Newmills, Stockport, Cheshire SK12 3HS

Vertically-scrolling space-based dogfight blast-'em-up of the highest calibre.

Win money then choose your weapons to cause some *Violence*

❹ Douglas Rockmoor — Issue 1 — 91%

LAPD, 80 Lee Lane, Langley, Heanor, Derbys DE7 7HN ☎ 0773 761944

Boulderdash clone that's more fun than Christmas. It's slightly spoiled by slow scrolling that doesn't keep up with the action, but what the heck, it's fun!

❺ Penguins — Issue 4 — 90%

Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

A mixture between *Pipemania* and *Lemmings*, you have to guide hapless penguins to the exit by dropping obstacles or bridges in their path.

❻ Asteroids — Issue 8 — 90%

Sinister Developments, 16 Downfield Place, Edingurgh EH11 2EL

An extremely faithful and engrossing clone of the arcade smash of the late 70s, *Asteroids* provides more than nostalgia, and displays why the original was so popular.

❼ Match It — Issue 5 — 89%

New Age PDL, 30 Anderson Estate, Lower Road, Hockley, Essex SS5 5NG

Mahjong variation number 2,089, but this one has a couple of neat twists and a superb visual presentation, making it one of the best, and the most addictive.

❽ Hotwheels — Issue 8 — 88%

PD4U, 4 Sintonville Avenue, Belfast BT5 5DG

A split-screen, viewed-from-above motor racing game. Superb graphics and animation compliment the action. Ramming your opponent can be more fun than winning.

❾ The Mystic Well — Issue 2 — 88%

Riverdene, 30a School Road, Tilehurst, Reading RG3 5AN ☎ 0734 452416

Dare you dare the depths of *The Mystic Well*? 3D hack 'n' slash game, in the style of the full-priced classic *Dungeon Master*, that will keep you going for ages.

❿ International Cricket — Issue 6 — 87%

Riverdene, 30a School Road, Tilehurst, Reading RG3 5AN ☎ 0734 452416

Great little cricket sim which pits eight top international teams against each other in a series of day and test matches. Unusual but handy joystick/mouse control combination.

Amiga

❶ Llamatron — Issue 1 — 96%

Llamasoft, 489 Mount Pleasant, Tadley, Hants

The classic ST game is also available on the Amiga. Blast coke cans, telephones, toilets and stranger things with your death-spitting llama.

❷ Doody — Issue 7 — 94%

Start Computer Systems, Barbican House, Bonnersfield, Sunderland SR6 0AA ☎ 091-565 2506

Based on the arcade classic *Mario Brothers*, *Doody* features two blobs leaping around platforms and getting rid of nasties. Brilliant animation and great fun.

❸ Hypnotic Land — Issue 2 — 94%

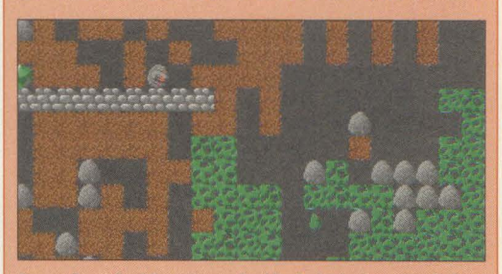
Déjà Vu, 25 Park Road, Wigan, Lancashire WN6 7AA

Put the correct-coloured balls into the right cups as they roll down a conveyor belt. Starts off easy, but soon gets very tricky indeed. It's bodacious, dudes!

❹ Super Amidash — Issue 2 — 94%

Amiganuts, 169 Dale Valley Road, Holybrook, Southampton SO1 6QX ☎ 0703 785680

Boulderdash clone that has everything the original had and a lot more to boot. A lot of the levels are the same, but there's plenty of new ones to challenge you. Unmissable!



Green slime alert! But it's not *Boulderdash* it's *Super Amidash*

❺ Lemmingoids — Issue 6 — 91%

GSPD, 46 Weller Drive, Camberley, Surrey GU15 2YA

Lemmings meets *Asteroids*. Blow up the flying rodents using an umbrella. Great graphics, great gameplay, great comic appeal. Do not miss it.

❻ Revenge of the Mutant Camels — Issue 5 — 91%

Llamasoft 49 Mount Pleasant, Tadley, Hants ☎ 0734 814478

Camels and goats do battle with phone boxes and mad Jeff Minters. It's mad, it's loony and it's action all the way in the latest from Llamasoft.

❼ Quatrix — Issue 8 — 90%

17-Bit Software, 2/8 Market Street, Wakefield ☎ 0924 366982

Take elements of Tetris and Puzznic, combine them, add a dash of originality and throw in an ancient Egyptian theme and you've got an intriguing puzzle game.

❽ Cyadonia — Issue 8 — 90%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

A strange game with loads of puzzles liberally dotted around 49 different screens. You control a blob that keeps moving until it hits something. Engrossingly different.

❾ Cabaret Asteroids — Issue 1 — 90%

Software Expressions, Hebron House, Soin, Bedminster, Bristol ☎ 0272 637634

Carbon copy of possibly one of the finest arcade games ever. Blast the rocks to pieces or they'll do the same to you. More playability than many more modern games.

❿ Amigoids — Issue 1 — 90%

Software Expressions, Hebron House, Soin, Bedminster, Bristol ☎ 0272 637634

Another *Asteroids* clone. Just as playable but with souped-up graphics and a few new twists. The only problem is: which one do you choose?

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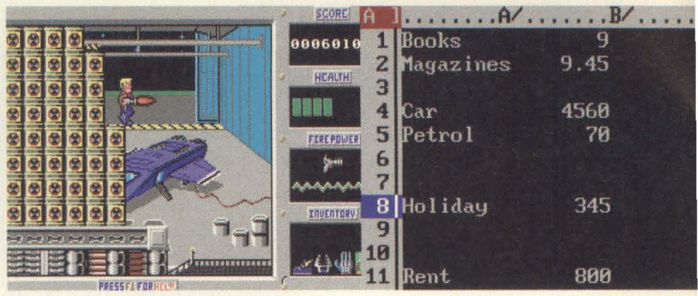
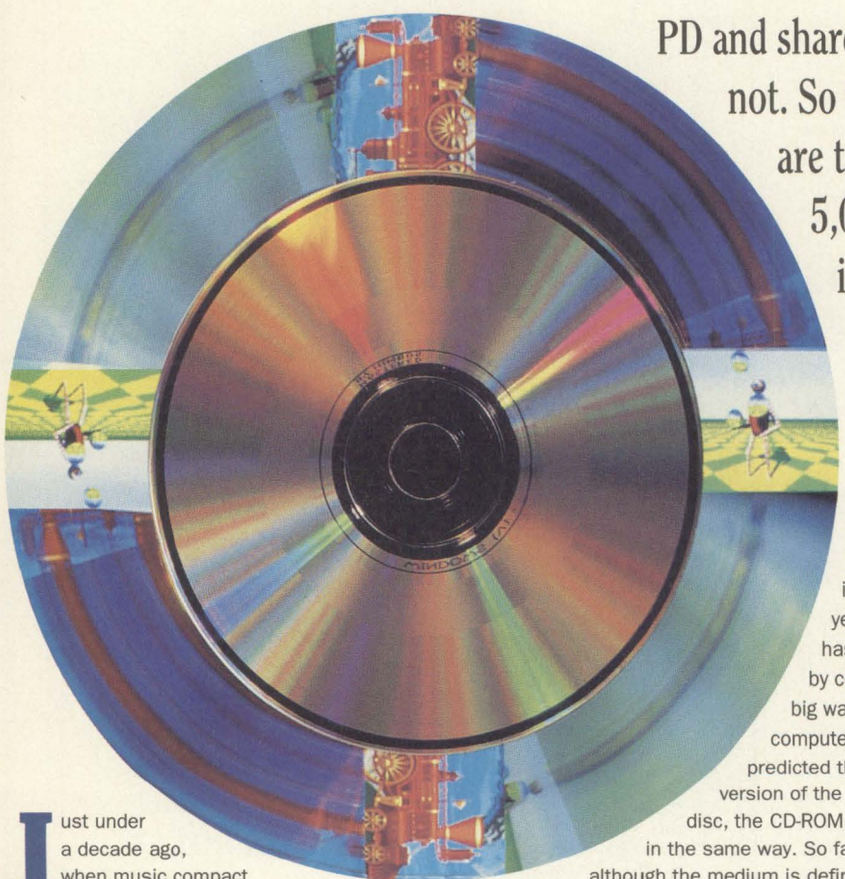


An optical illusion?



PD and shareware programs are cheap. CD technology is not. So the two might seem incompatible, but are they? A format that enables you to cram 5,000 programs on to a single disc has proved irresistible to some sections of the public domain. Tim Howell discovers whether CD-ROMs are the future of PD...

Just under a decade ago, when music compact discs were available in quantity for the first time, it was thought the medium would have a tough battle if it was to succeed against the dominant forms of recorded music, the vinyl LP and compact cassette. Now CD sales make up well over a third of the music market and its share is increasing every year – the product has been accepted by consumers in a big way. Experts in the computer industry predicted that the computer version of the audio compact disc, the CD-ROM, would take off in the same way. So far it hasn't, although the medium is definitely making inroads into the computer market as prices for both hardware and software come down.

There are now over 1,500 CD-ROM discs available, the majority of which contain reference material for professional and educational establishments. But they aren't all full of topographical maps and DNA cell diagrams; there is an increasing number of CD-ROMs that contain PD and shareware software. So far there are over a dozen CD-ROMs each filled with thousands of PD and shareware programs, all packed on to a CD that's no bigger than a saucer.

Loads of loads

CD-ROM, or Compact Disc Read Only Memory, is, in basic terms, a CD from which the computer can read data. Physically CD-ROM discs look identical to the compact discs you can buy at your local music shop, but instead of containing *Queen's Greatest Hits* they are filled with computer data, and a lot of it.

What's made CD-ROM technology so appealing to computer users is the storage capacity the discs have. Up to 650Mb of uncompressed data can be stored on a single 12cm disc. If you consider that,

What do you get on a shareware CD-ROM?

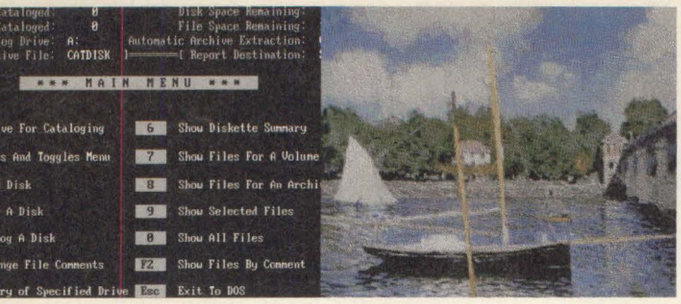
There are over a dozen CD-ROMs that contain PD and shareware software. All but one are for the PC, and vary in the amount of software they contain and how much they cost. All the discs contain a mixture of games and applications, and some contain everything from GIF images to Sound Blaster files as well. With 650Mb of space available on a CD-ROM disc, it's amazing just how little of that space is used by some companies. *Winware Volume 1* costs 'only' £29.40 but while it contains 460 programs, only 56Mb of the disc is filled. Also, as the disc was produced in August 1991 it's a bit dated.

The *Black Box* discs, distributed by Unica, are released about every four to six months and already we're up to *Volume 3*. Over 500Mb of compressed files are contained on each disc, although you do pay £88 for this privilege.

The *Wildcat! Gold CD-ROM* has been set up specifically for creating a BBS. It contains over 5,000 files together with the popular *Wildcat!* BBS software which lets you set up a board and have a ready-made supply of software to offer users. You can also use the disc normally, as if it were a read-only large hard disk. It costs £117.45.

There are also a number of discs that have been created to be only used by Windows. With the latest version of Windows, version 3.1, there is support for multimedia applications and this is expected to provide another boost for the popularity of CD-ROM software. *Windows Shareware Gold* contains a wide range of software that is used under Windows, including the usual mixture of games, utilities and applications, but also more Windows-specific items as icons, wallpaper, clip art and fonts.

To make sure you get the best deal it's down to that old consumer motto: shop around.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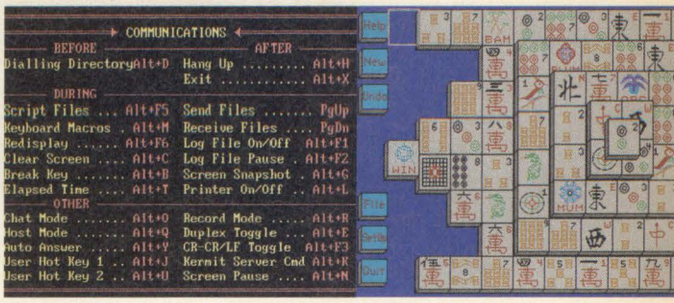
Esc Exit To DOS



for instance, 720K of data can fit on a standard 3.5-inch PC disk, then a CD-ROM disc can store the equivalent of more than 900 floppy disks. This is an awesome prospect for computer enthusiasts, public domain libraries and bulletin board sysops alike.

Such immense amounts of data can be stored with the use of digital optical technology. The data on the disc is 'written' as a series of minuscule pits and bumps on its surface. To read this data a laser beam is aimed at these very narrow tracks on the disc, and when the light reflects off the disc's surface and into a photo-detector electrical pulses are created. These are then decoded and turned into computer data. As for the compact disc itself, it is made of a light metallic material which has been stuck to a polycarbonate base and coated with a protective plastic layer.

When the discs are used in CD-ROM machines they are sometimes, depending on the drive, put into a plastic case so that the surface isn't damaged. Compared to audio CDs, where it is more difficult for the human ear to pick up discrepancies in the sound quality of a CD, if a computer picks up the slightest flaw in a disc it could then be interpreted as corrupt data, rendering the program useless. This doesn't happen often, thankfully, as any scratches and fingerprints that make their way on to the surface of the disc are usually out of focus to the laser lens and are ignored.

In use, a CD-ROM is a lot like a giant hard disk, from which huge amounts of data can be accessed. In terms of storage capacity many hard disks these days can store a comparable amount of information, if not more than, a CD-ROM disc. CD-ROMs are much slower than hard disks when it comes to accessing data, but they are removable which increases their flexibility as you're not restricted to using any one disc.

Despite these considerable benefits that CD-ROM technology offers, there is one major drawback: data can't be saved on to the discs – hence the name *Read Only* Memory. To update a disk means re-mastering it and re-duplicating it which is expensive, though for some commercial companies who provide software on multiple floppy disks it can be a viable option.

Shareware meets CD

The large amount of computer data that can fit on a CD-ROM has provided the perfect opportunity for entire collections of PD and shareware software to be compiled on to a single disc. Indeed, there are a growing number of PD and shareware-related CD-ROMs being released.

The vast majority of CD-ROMs that contain PD and shareware software are for the PC. There is just one disc available for the Amiga, while there are none for the ST. Most CD-ROMs originate in the US, where PC shareware is more predominant than shareware for the Amiga and ST, and CD-ROM hardware for the machine is less expensive.

The one shareware-related CD-ROM for the Amiga is one of the titles that was released for Commodore's CDTV when it was launched just over a year ago. It is a compilation of Fred Fish disks which contains all 600 or so of the programs in the series.

Atari, on the other hand, would prefer it if we forgot about its attempted forays into the CD-ROM arena. The company has made various attempts over the last few years to produce a CD-ROM drive, but has had trouble trying to produce a reliable and inexpensive device. These attempts have proven expensive for the company and it is rumoured that there are several hundred Atari CD-ROM drives collecting dust in a corner of a warehouse somewhere in the UK, unlikely to ever see the light of day.

Did you know...?

CD-ROM, in spite of its appearance as a new and revolutionary storage medium, has actually been around since 1985. The format was developed by the Dutch electronics company Philips in combination with Japan's Sony, with Microsoft involved developing the software for interfacing PCs to the devices.

Quantity *and* quality?

The main considerations that have to be made when looking at shareware CD-ROM discs is not how well the medium is being used by the program, but just how many programs are contained on the disc and

The *Wildcat! Gold CD-ROM* disc comes with software that lets you set up a BBS and contains over 5,000 files as well

CD-ROM standards

The computer world is so full of so-called standards that the only real standard is that there isn't a standard way of doing anything. CD-ROM technology is no exception – there are a number of different formats which have been developed:

CDTV – Commodore Dynamic Total Vision. Commodore's own format developed for its multimedia device. The hardware itself is, in the case of the self-contained CDTV unit, an Amiga equipped with a CD-ROM drive. While the specification of the Amiga is limited in terms of graphics, there is the prospect of Full Motion Video in the future which will mean fluid and realistic animation, although the release date of this add-on has not been announced. The drive is capable of playing audio CDs and can handle CD+G discs

CD-I – Compact Disc-Interactive. Designed to be a consumer device and not an add-on for computers, CD-I is a standard developed by a number of Japanese electronic giants (including Sony). The format offers all the features of CD-ROM but is more technically advanced. It's particularly notable for its Full Motion Video which is built-in and not an add-on. CD-I hasn't arrived yet in any great numbers

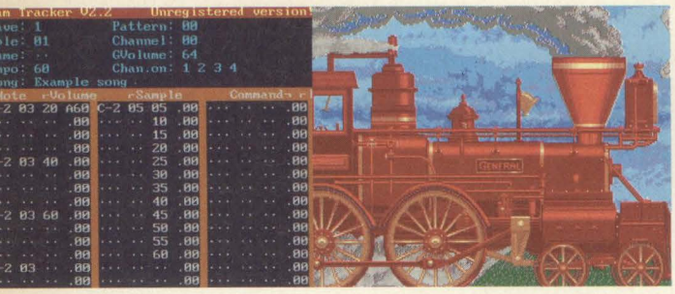
CD-ROM – Compact Disc-Read Only Memory. Developed by Philips and Sony in 1985, this is by far the most popular standard, mainly because it was the first. There are a number of different versions of this 'standard', however, the main ones being the ISO 9660 standard which was laid down by the International Standards Organisation, and the High Sierra format which was defined by a number of developers who met in Sierra, Nevada a few years back. Both standards are supposed to be compatible with each other but there are slight differences, and it is the ISO 9660 standard that prevails and is the most common of all standards

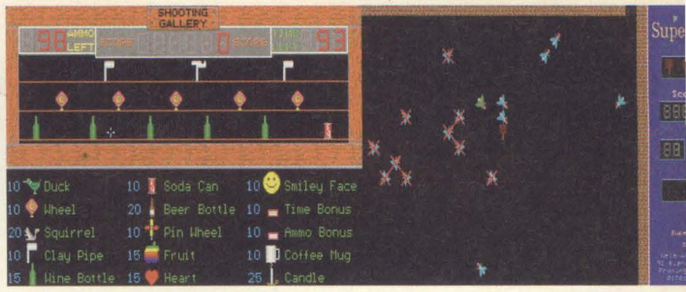
CD-ROM XA – Compact Disc Read Only Memory Extended Architecture. The successor to the original CD-ROM format. Compatible with CD-ROM and more reliable. The original CD-ROM format has one read head which means it has to jump all over the disc to find graphics and sound data which slows things down, while CD-ROM XA has multiple read heads so it is fast enough to read graphics and sound simultaneously

CD+G – Compact Disc Plus Graphics. Not really a complete standard in itself, it is more of a bonus add-on for the existing CD and CD-ROM formats, and can also be used with the CDTV. Basically, the format can display simple graphics and text, such as lyrics, for music CDs which can be viewed on-screen

WORM – Write Once Read Many. Not really a standard but a generic term given to the next generation of CD-ROM drives which write to an optical disc as well as read from it. At the moment all the available drives are very expensive and not widely available. Although each part of the disc can only be written to once – files can be deleted but nothing else can be written on to the space they leave – because there is so much space available on the disc it can be regarded seriously as a storage device for the future

cont. on p42





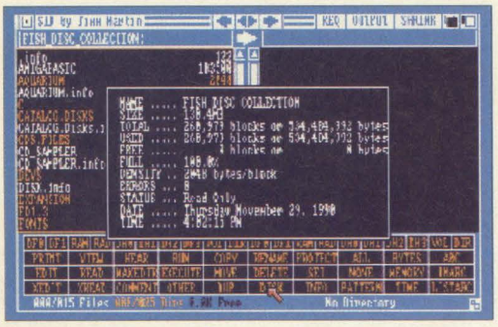
cont. from p41

CD-ROMs on-line

You don't necessarily have to have a CD-ROM drive to take advantage of the huge storage capacity of the media. Many on-line bulletin boards have CD-ROMs hooked up to the host computer, giving anyone who logs on access to hundreds of megabytes of software. Six n Five 8s (☎ 0273 688888/699999), our featured bulletin board in last month's On-Line Action section, for example, provides 650Mb of compressed PD and shareware on CD-ROM. Files from these 'on-line CD-ROMs' can be downloaded in the same way as if they were stored on floppy or hard disk and then used on your own computer in the normal way.

Of course, while you don't need a CD-ROM drive to be able to access this cornucopia of computer data, you do need a modem (which is, at least, less expensive to buy).

And from the sysop's point of view using CD-ROM is an easy and effective way of setting up a BBS with a ready and plentiful supply of software for users to download. One drawback of this, though, is that if all BBSs used the same CD-ROM disc they would all have the same programs on offer...


SID by John Harris
FISH_DISC_COLLECTION:
NAME ..... FISH_DISC_COLLECTION
SIZE ..... 534,404,352 bytes
TOTAL ..... 260,977 blocks or 534,404,352 bytes
USED ..... 260,977 blocks or 534,404,352 bytes
FREE ..... 0 blocks or 0 bytes
FULL 100.0%
DENSITY .. 2048 bytes/block
ERRORS ... 0
STATUS ... Read Only
DATE ..... Thursday November 29, 1990
TIME ..... 4:02:11 PM
No Directory

Just look at that! *SID* reliably informs us that the *Fred Fish Collection on CD-ROM* contains over 534,000,000 bytes!

the quality of those programs. This is different to commercial software where most of the CD-dedicated software coming out takes advantage of the medium and includes megabytes of graphics and CD-quality sound. With PD and shareware CD-ROM discs, however, the software is just copied over to the new format and doesn't use its capabilities.

But while the prospect of having 650Mb of shareware software contained in a compact and relatively inexpensive package is appealing, that appeal can soon wear off if you discover the software is rubbish. The compilers of shareware CD-ROMs have to be especially careful that they not only provide enough software to take advantage of the increased storage capacity, but at the same time monitor the quality of those programs – if the programs aren't any good then they're just wasting space.

Is the price right?

Another important consideration is the ethics of putting shareware software on CD-ROM in the first place. Shareware software is supposed to be distributed 'free', so does the £100 or so that is charged for many of these discs purely cover the cost of producing and distributing them? It certainly doesn't cover the cost of registration; if you use any shareware program on a CD-ROM regularly then you are still obliged to send the programmer his payment.

Creating the discs in the first place isn't overly difficult, as it's just a lot of PD and shareware software that has been compiled to put on the discs. And it's not a matter of the cost of manufacturing either. There is currently a huge debate in the music industry over whether music CDs are over-priced and some interesting figures have come to light.

It costs around £1.25 to manufacture a compact disc which would then sell in the shops for around £12. While the difference is huge, the additional cost for the disc come from factors such as marketing and artist royalties. It's the manufacturing figure we're interested in, however, as the marketing costs of CDs and CD-ROMs are entirely different; they're almost non-existent in the case of CD-ROM.

Strictly speaking, the manufacturing process involved in producing audio CDs and CD-ROM discs are different. In the case of CD-ROM discs there is a lot more testing involved because of the intricacy of the data, and this adds to the cost.

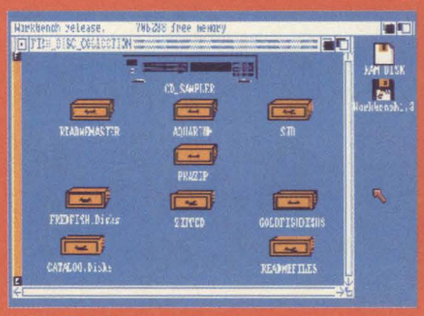
Did you know...?

Compared to hard disks, CD-ROMs access data at a much slower rate. The standard CD-ROM transfer rate is between 150K and 170K per second, while the average hard disk can transfer data at least three times as fast.

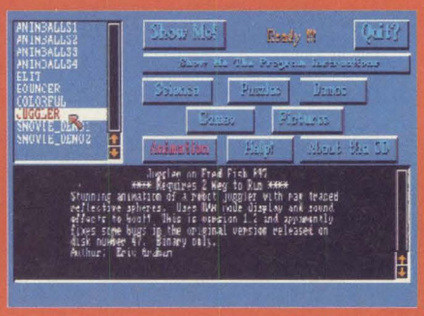
In the case of the *Fred Fish Collection on CD-ROM* the company that puts the disks on to CD-ROM, HyperMedia Concepts, believes it has kept the balance between making a profit and keeping to the true spirit of PD. On the inlay for its disc the company states: 'The Shareware and Freely Distributable programs on this disc are provided free of charge. The purchase price of this CD-ROM covers the cost of

You've got your 660 Fred Fish programs on CD-ROM, but how'd you get at them?

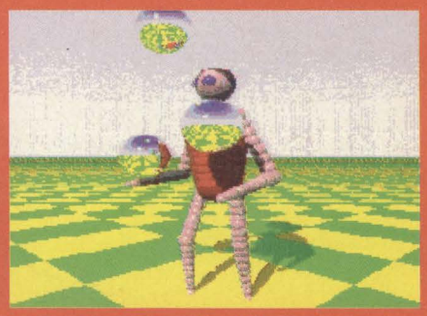
While the shareware CD-ROM discs on the PC are generally used in a similar way to hard discs, using the only such disc to be found on the Amiga, the *Fred Fish Collection on CD-ROM*, is different from accessing normal floppies. The disc makes use of a program called the *CD-Sampler* which not only enables you to run the programs on the disc but to get descriptions of them. Here's how to use it:



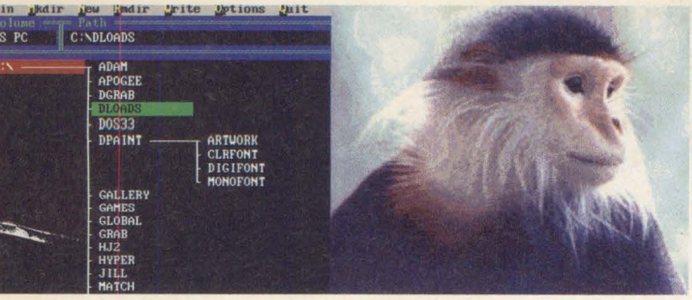
1 This is the screen you see once the *Fred Fish Collection* has been accessed. To use the disc on a CDTV you have to connect an external floppy drive to use Workbench and then you can access the CD-ROM disc as you would almost any Amiga disk that needs Workbench, clicking on icons to access the files

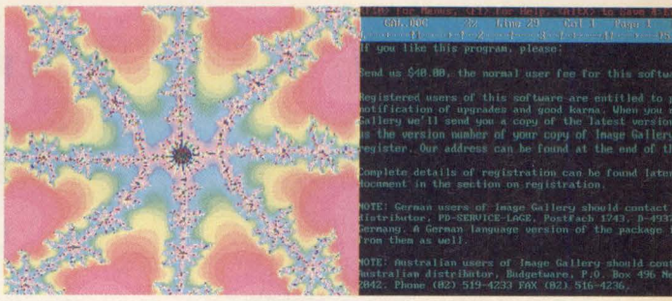

ANIMBALLS1
ANIMBALLS2
ANIMBALLS3
ANIMDALLS4
ELIT
BOUNCER
COLORFUL
JUGGLER
SMOVIE_DEMO1
SMOVIE_DEMO2
Show Me!
Ready !!
Quit!
Juggler on Fred Fish #49
**** Requires 2 Meg to Run ****
Stunning animation of a pretty juggler with ray traced reflective spheres. Uses AGA mode display and sound effects to boot! This is version 1.1 and apparently fixes some bugs in the original version released on disk number 47. Binary only.
Author: Eric Graham

2 The easiest way of using the disc is to load the *CD Sampler* program. When this program is run you can hunt through the different directories on the disc. A description of each program, when highlighted, is displayed along the bottom of the screen. Here we're looking at the animation directory



3 Once you've selected the program you want to load simply by pressing the left button on the CDTV's remote controller, you can run the program by clicking on Show Me! The CDTV accesses the CD-ROM to load the program, and while it doesn't load as fast as it would off a hard disk, it's much quicker than a floppy disk





duplication, acquisition of the collection, maintenance of the library, distribution and other costs associated with the production of this disc.' Considering that the cost of the disc is less than $40 (or about £24), this is a reasonable statement to make.

However, if you compare this price with the cost of some of the shareware CD-ROMs that are available for the PC, you have to wonder if the same is true. It's unlikely with many of the discs, although with some the compilers have gone to some effort. According to Lance Davis of Unica, a distributor of CD-ROMs for the PC: "The prices [of the CD-ROMs] do vary quite a bit. *Windows Shareware Gold* contains a good assortment of Windows programs and they've gone and got the permission of the authors. The disc is also ASP [Association of Shareware Professionals] approved."

Commercial considerations

Ultimately the most important consideration, at least as far as the companies who compile them are concerned, is whether the shareware CD-ROMS are commercially viable. Inevitably, until this hurdle is overcome the price of CD-ROMs will always reflect their insecure position in the marketplace.

With the millions of PCs in the world, there are many opportunities for CD-ROM to be used and accepted in the marketplace. There is a growing body of CD-ROMs users worldwide and this is especially the case in the UK, with more CD-ROMs being sold than ever before. And shareware CD-ROMs make up a growing part of this as well. "We must sell about ten shareware CD-ROMs a day. We seem to be selling them to all types of people – individuals, PD libraries and BBSs," says Lance Davis.

Regardless of how many shareware CD-ROMs become available, though, their success depends on the availability and success of commercial CD-ROM software. Developing commercial CD-ROM applications, unlike shareware ones, can take a long time and time costs money. Creating the sort of graphics and sound that is expected of the CD-ROM can take several years. And because of this effort, the costs are considerable. Virgin Games is currently working on a CD-ROM game called *The 7th Guest* which is rumoured to have a development budget of $750,000. This is a brave move, and until more companies take these risky steps then the CD-ROM format may never really take off.

Shareware CD-ROMs fit uncomfortably in the middle of all this. While the development costs of compiling such discs are not great, whether the discs will be a commercially viable option and worth the effort depends on the CD-ROM format as a whole. On the other hand, shareware CD-ROMs could be seen as a stop-gap measure in the sense that people with CD-ROM drives can at least make use of the enhanced storage capabilities of their machines without too much expense while waiting for more substantial fare to come out.

In the end it seems the commercial and shareware CD-ROM factions need each other, at least until the format is made more commercially secure. And as far as the future is concerned, because CD-ROMs aren't exorbitantly expensive to produce hopefully it can't be too long before more companies use the format. PD

Did you know...?

If you try listening to a standard CD-ROM disc on your stereo then you're unlikely to hear anything. However, because the data is arranged in one long track as far as the stereo CD player is concerned the display will show a length value for the track. Some commercial games include a CD-quality soundtrack which can be heard through a normal stereo.

In conclusion

CD-ROMs give PD and shareware software a whole new dimension. Thousands of programs can fit on to a single compact disc, but the shareware discs currently available differ in the amount of software that's on them and how much they cost. Even though you get a lot of programs you may not want to use many of them, in which case you could buy them separately on floppy disks in the first place. Ultimately, quantity and quality are the keys to the format's success.

Hardware requirements

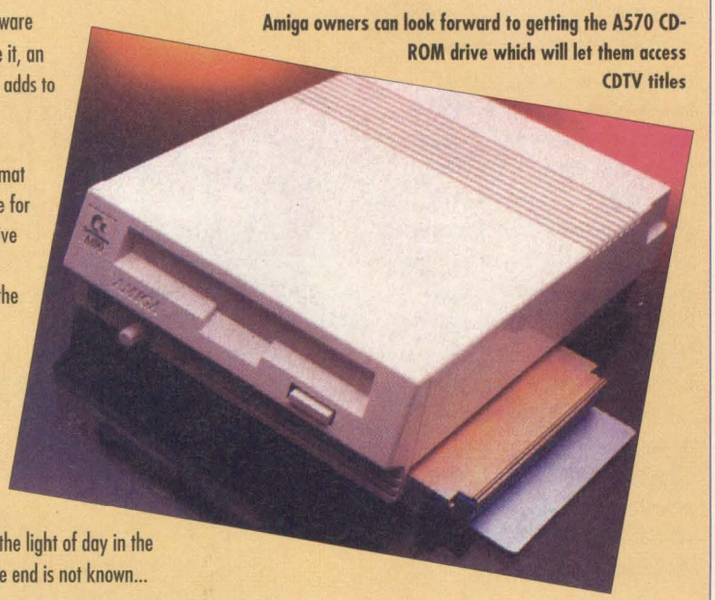
To use CD-ROM discs you have to have the hardware to be able to read them. There are a number of relatively inexpensive CD-ROM drives available for the PC which can be simply connected, using either the PC's expansion slots or an SCSI port, which can then be accessed from the PC using interfacing software which either comes with the drive or with the CD-ROM disc itself. Prices for CD-ROM drives currently start at around £299.

Although most PCs can make use of CD-ROM technology, generally the higher the spec of the machine the better advantage it will be able to take of the medium; not only will they be able to access the discs faster, but a lot of the programs on the discs will require higher specification PCs anyway.

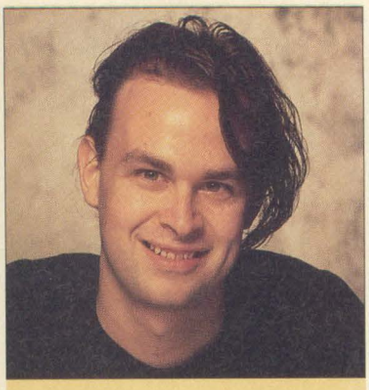
To use CD-ROM software on the Amiga, there are a couple of options. One is to use a CDTV to read the discs. The CDTV is a self-contained unit with the computer and ports as well as the CD drive, built-in. It retails at about £499, but to use some of the software on the Fish disc you need a keyboard and more memory which costs extra. Also, because some of the software needs to be dearchived before you can use it, an extra disk drive is also a necessity. This all adds to the cost of setting up a usable system.

The other option, and one which Commodore hopes will make the CDTV format take off, is the A570 add-on CD-ROM drive for the Amiga 500 series, and the CD-ROM drive for the new Amiga 600. With these drives, you can use all the normal peripherals of the standard Amiga and couple them with the CD-ROM. These have yet to hit the streets, and it is not known how much they'll cost – it may be as much as £399.

Unfortunately for the ST adding a CD-ROM drive is not a viable possibility. Several different drives have been mooted by Atari but none have yet to see the light of day in the shops. Whether Atari will release one in the end is not known...



Amiga owners can look forward to getting the A570 CD-ROM drive which will let them access CDTV titles



Demos

Cheap entertainment doesn't have to mean tacky horror films where you can see the wires these days. If you want top entertainment for not much moolah, then just take a wander with Maff Evans into the world of PD demos. Pass the (salted, not sweet) popcorn...

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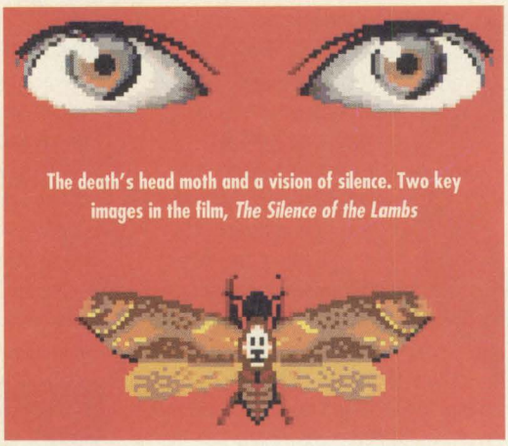
When I was at the *Amiga Shopper* show recently, I was berated by a couple of ST demo writers who wanted to know whether I, "knew anything at all about demos". It seems as though they are not too happy with some of the ST demo reviews appearing in *Public Domain*.

There is a very good reason for not many ST demos getting good reviews these days – there is very little originality going on in the ST demo scene. Over the past six months, more and more ST demos have been appearing that are simply variations on themes that have already been put out by other coders. Screens full of sine text, raster bars and whirling dots may be technically difficult to achieve, sure, but people want to be entertained and the umpteenth version of what is, in effect, the same demo isn't incredibly entertaining. Surely demo-writers don't do their stuff just to impress other demo-writers?

One other point that the two coders raised is that music disks and animations don't deserve high marks. Sorry, but that's utter rot. I have been creating animations, graphics and music for several years now, and I can tell you that it takes just as much work to put a decent anim or tune together as it does creating a raster-screen.

This month, we have a few examples of how to make impressive ST demos. Pay attention to them and learn something! This is the kind of thing we want to see!



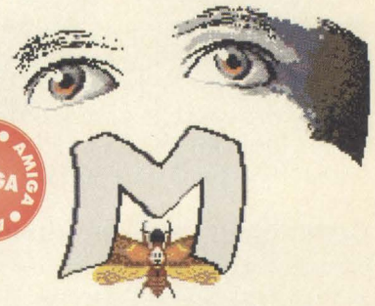
The death's head moth and a vision of silence. Two key images in the film, *The Silence of the Lambs*

Silence of the Lambs

After a massively successful film hits the video market, there are quite often a lot of Amiga enthusiasts that can't resist plugging in the old sampler and digitiser to put together a demo based on the film. Thankfully, with this demo Mario-T has taken a step away from this usual trend to put together a somewhat more original tribute to the blockbuster thriller film of last year, *The Silence of the Lambs*.

The demo starts off by displaying an 18-certificate logo, with a tune fading up in the background. What follows are a succession of film credit-style text messages and hand-drawn pictures based on the film's poster (the one with the faces and the death's-head moths).

Behind all these images, a very moody musical accompaniment plays, which is littered with samples from the film's more poignant moments, particularly the conversations between FBI agent Clarisse Starling and Hannibal 'The Cannibal' Lecter.



Mario-T includes his logo in one of his fine illustrations to introduce the credits sequence

Whereas most film-inspired demos simply cobble together a few screens and samples taken from the video, *The Silence of the Lambs* demo is a surprisingly atmospheric piece which captures the dark and mysterious feel of the film to a tee. The images have all been drawn rather well and the use of samples doesn't sound at all tacky. In fact it has all been done very well indeed. An original twist on the film-demo idea.

A terrible scene of violence and its consequences. But as it says in *A Clockwork Orange* says, 'Violence is a very horrible thing'

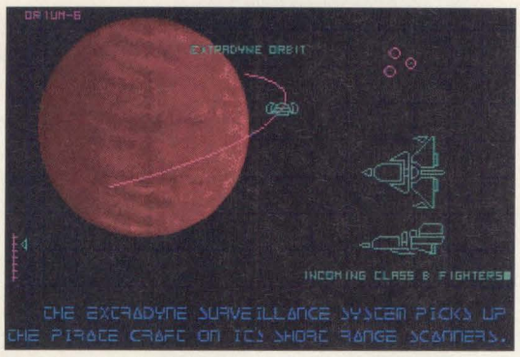
IN BRIEF

Type	PD
Author	Mario-T
Requirements	512K
Disk number	D764

Available from:
NBS, 1 Chain Lane, Newport, Isle of Wight PO33 2QQ ☎ 0983 529594

AMIGA 79%

Extradyne One


ORIUM-6
EXTRADYNE ORBIT
INCOMING CLASS B FIGHTERS
THE EXTRADYNE SURVEILLANCE SYSTEM PICKS UP THE PIRATE CRAFT ON ITS SHORT RANGE SCANNERS.

Classic sci-fi action is on the horizon as pirate ships bear down on the space station in Steve Packer's *Extradyne One* animation

There are a few names that spring to mind when you talk about Amiga animators. Along with Eric Schwartz, another big name in the field is Steve Packer. His series of *Classy Animations* disks has captured the imagination of many PD collectors, bringing slick artwork, humour and a sense of wit back into the world of PD animation.

After saying he would no longer continue the *Classy Animations* series (a promise he didn't keep, thankfully, so Chuck is still around) he produced a couple more epic science fiction anims. The first, *Optimum Pressure Crisis*, was

The pirate craft lie scattered in space as Extradyne's defence blows them away

reviewed a few months ago, but the follow up, *Extradyne One*, managed to slip through the net. Let's correct this terrible oversight right now!

The animation is in the same style as *Optimum Pressure Crisis*, with a tune playing in the background as the animations are loaded and displayed. Each section is a short, looped animation which takes up the whole screen, rather than the small windows used in the *Classy* series. The animations act like chapters in the story, which tells of a deep-space mining operation which is protected by the defence station, *Extradyne One*. The planet comes under attack from space pirates, but a mighty battle by the fighter pilots of *Extradyne One* manages to avert disaster.

The artwork is instantly recognisable as Steve's work (even though it has a much darker feel than the Chuck cartoons) and each section looks very impressive. The HUD computer graphics screens are very impressive, looking a lot like the rebels' attack computer in *Return of the Jedi*. The only thing which holds back the atmosphere slightly is the oddly jolly tune that plays in the background. Why not a gloomier piece, such as the *Optimum Pressure Crisis* music? This is only a minor quibble, though, so you should have no hesitation in checking out the disk for yourself.

IN BRIEF

Type	PD
Author	Steve Packer
Requirements	512K
Disk Number	POV106
Available from	NBS, 1 Chain Lane, Newport, Isle of Wight PO33 2QQ ☎ 0983 529594

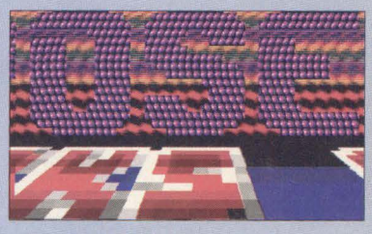
AMIGA 88%

Classy or Sci-Fi? The choice is yours!

I recently received a letter from the man responsible for creating *Extradyne One* and the Chuck cartoons. He says he wants to do more science fiction stuff in the future, laying off the *Classy* series for a while. However, if the demand for Chuck and the new character *Peroxide Girl* keep coming in, he may continue to put the little cartoons out there. So, the choice is yours. Just make sure you let Steve know how you feel.

Tuck those little robotic legs up and speed off to the next section, or you could just wiggle the joystick for fun. Or, in another section, how 'bout a game of dice?

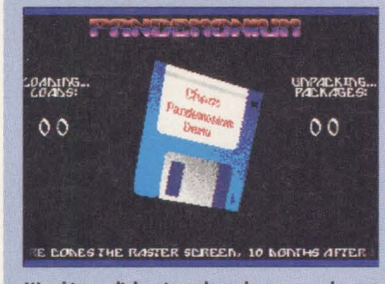
The Pandemonium Demos



Woooaarrrgh! This kind of mayhem on-screen is enough to make you toss your cookies. Urgh

You know the expression that goes 'First Impressions count'? This is certainly true for demos. A great deal of them seem to try to create an atmosphere of doom and gloom, using deep, booming instruments and evil-looking pictures. Chaos' *Pandemonium Demos* collection is no exception.

The disk starts up (after a brief loading logo) with a rather farty bass note, which is accompanied by a swish Chaos logo. This is followed by



Watching a disk spin and numbers count down is more interesting than staring at a message

a picture of a mutated monk sitting in a stone chair with a sampled laugh burbling away. Very spooky!

After this, another of those 'play-the-game-to-select-a-demo' sections appears. This approach doesn't work terrifically well, as most people get frustrated at having to look all over the place just to find a particular screen, occasionally ignoring sections altogether. What's wrong with a pretty menu? Having said that, the one used here does look pretty good. The backgrounds are well-drawn and atmospheric, and the little robot you control is very well-animated, if a little frustrating to control at times.

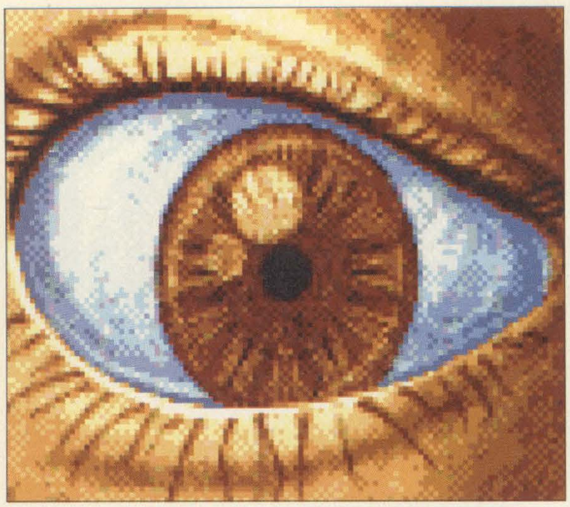
Once you've managed to select the section you want to view, a well thought out loading screen appears. Along with an animated spinning disk in the middle of the screen, a couple of countdowns (for loading *and* decrunching) show how long you'll be waiting. Some of the screens are a bit clichéd, but there are some moments of class. *The Trace Acid Demo* utilises plasma, colour-cycling and strobe effects in a very different way from the usual scrolly-demos and is backed up with a serious beat. The vector-objects screen is pretty good too, with some excellent shading and colouring being used to bring life to the tired genre.

Despite the frustrating selection method, *The Pandemonium Demo* contains some real gems. All ST megademos should be this good.

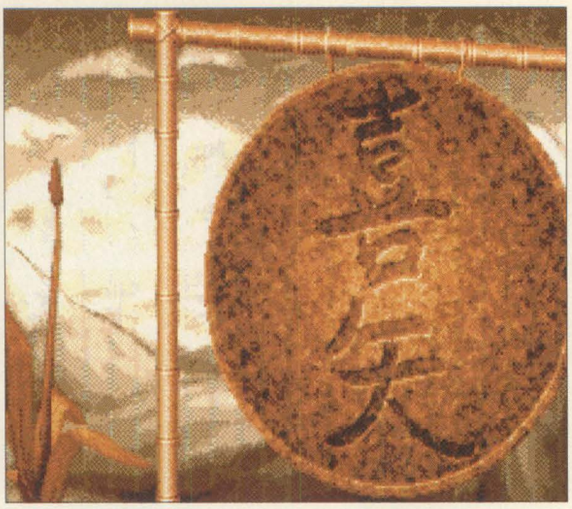
IN BRIEF

Type	PD
Author	Chaos
Requirements	512K
Disk Number	D160
Available from	Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

ST 81%



Eye, eye! Here's looking at you, kid. Big Brother is watching you. How more appallingly bad eye puns can I think of before I get fired?



Another wonderfully-drawn scene courtesy of *The Overdose Demo*. Can't you just picture yourself in the Orient? OK, maybe not, but it is a nice piccie

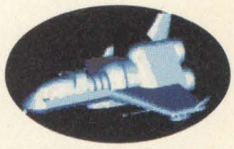
The Overdose Demo

Megademos need to be slickly presented. It doesn't matter whether you've got some stunningly good individual sections, if it looks cobbled together, people aren't going to be impressed. If you want an example of what a slick demo looks like, this is just the demo to pick.

Each of the demos is a short, but technically impressive affair. A lot of the usual effects are there (wobbly scrollers, raster bars, shade sprites, glenz vectors – you name it), but a couple of the clips are smoother and of a higher standard than many examples I could mention.

The Aggression Postscript 3D Letters demo (now, try saying that with your mouth full... no, on second thoughts, don't bother) is excellently done. All that happens is that some letters fly smoothly out of the screen and a Postscript logo is drawn, but it just looks so stylish! The raytraced spaceship animation is similarly well-produced. It's just a short loop, but it looks mightily impressive!

This is just the kind of standard we want to see in megademos. Even though the sections themselves are short and sweet, the wonderfully-drawn artwork, atmospheric music and smooth changes from one section to another set *The Overdose Demo* as an example to megademo coders everywhere. Pay attention! This is the way they should be presented!



This raytraced spaceship is ready to break the final frontier

IN BRIEF

Type	PD
Author	Unknown
Requirements	512K
Disk Number	D163

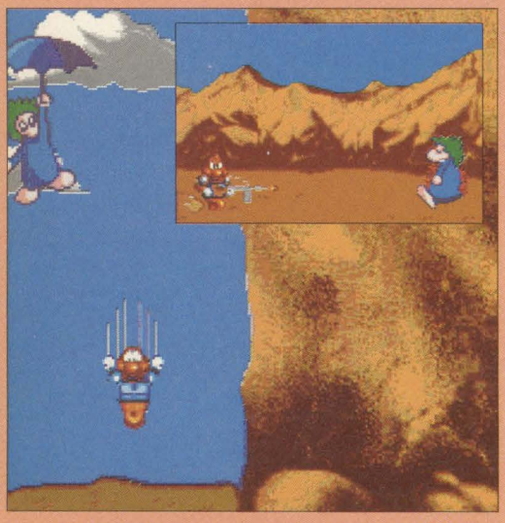
Available from
Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT
☎ 0463 225736

ST 89%

Lemmings vs Robocod

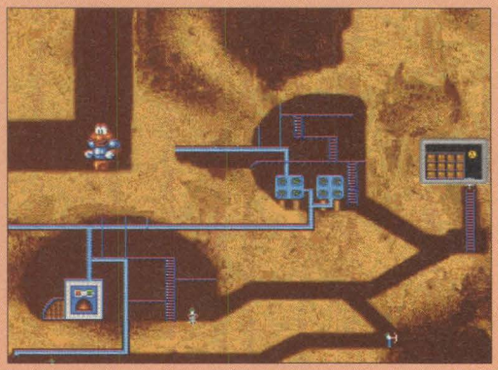
Animation disks featuring characters from well-known games are not all that unusual. Lemmings in particular are very popular – there must be millions of the little devils running around the PD demo circuit by now. However it's still pretty rare to see game characters being used in an original and witty way.

Addict has decided to put together a little clip featuring a battle between those (almost ubiquitous) Lemmings and the scale and chrome hero of the platform world James Pond – alias *Robocod*.



The ground? Falling. Doesn't bother me. I'm that hard. Ooer... hold on a minute. This looks dangerous. Oooh!

After a brief title section, which uses the actual title logos from the two games, the cartoon begins with a Lemming and James Pond rather stupidly wandering off the edge of a cliff (the Lemmings I can believe doing this, but I thought that James Pond was supposed to be a razor-sharp spy – perhaps he thought he had a parachute like in *The Spy Who Loved Me*). The Lemming wanders off after safely drifting to earth his umbrella, but James isn't so fortunate. He plummets to the ground only to be pounded even further by a gigantic falling boulder!



So this is what those little beggars get up to when not wandering off a diff. An entire underground complex just for Lemmings

Rather than splattering the fishy chap (he is a cyborg after all) he is simply pushed by the impact into a secret underground Lemming HQ. Down there the little fellas mine their own tunnels, build their own computer equipment and have even set up large dormitories for the Lemming workers. James manages to find a weapon and soon sets about taking his revenge on the lousy green-haired rotter who left him in the lurch.

On the whole, the demo has been very nicely achieved. Some extremely effective use of the actual game characters and animations combine to produce a very impressive cartoon. The only thing that lets it down is the fact that a needlessly violent (and rather old hat) finale has been shoved on to the end of the clip. As it stands it's a fairly good little demo, but a bit more originality and wit in the production of the ending would have made it a lot more interesting.

IN BRIEF

Type	PD
Author	Addict
Requirements	512K
Disk number	H694

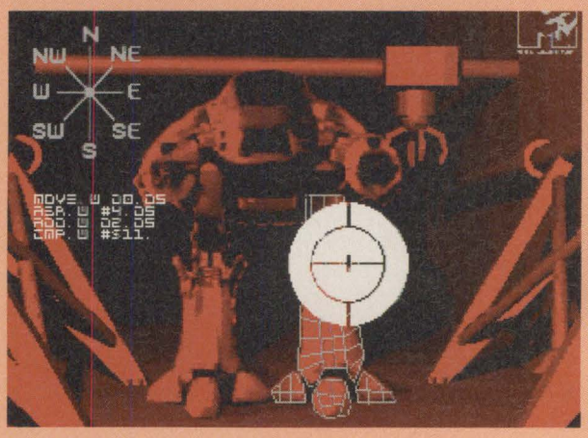
Available from
NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA ☎ 0983 529594

AMIGA 73%

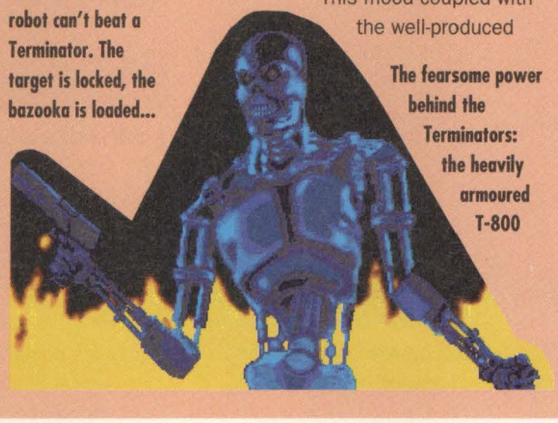
Terminator 3

After praising the *Silence of the Lambs* demo (page 44) for its original approach to the production of a film-demo, along comes another disk which takes its inspiration from a hit film – this time the futuristic smash, *The Terminator*.

The demo starts off with a few credit screens, all displayed in the style of the film's opening credits. Next up is the Judgement Day message from the opening of *T2*, which is followed by a superbly drawn *T3* logo, that is very similar to the metallic *T2* film logo. This leads into a scene showing a lone human fleeing from an airborne Hunter Killer. After a brief gunfight between the soldier and a couple of Terminators, the HK swoops in for the kill, pulling up a picture of a T-800 endoskeleton standing in front of a wall of flames.



Even this vicious robot can't beat a Terminator. The target is locked, the bazooka is loaded...

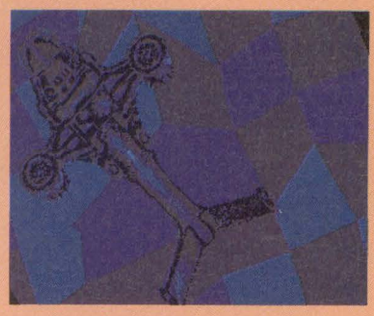


The fearsome power behind the Terminators: the heavily armoured T-800

The second part is a more moody piece, portraying a Terminator being dropped into a human base by an HK, only to come up against the might of an ED-209 from *Robocop*. After the battle, a spoof screen advertising the T-800 appears, complete with a free offer!

Like the *Silence of the Lambs* demo, *T3* manages to capture the feel of the original film without resorting to the usual 'digitised frames, backing track and samples' formula. Sure, a version of the *Terminator* theme is in there, but most of the demo's sound is taken up by atmospheric effects.

This mood coupled with the well-produced animation makes *T3* yet another interesting shift away from the normal film demos that appear. Originality, effort and imagination have joined to make the demo a must for *Terminator* fans and animation freaks alike.



A Hunter Killer tracks its way towards a human base. What can be its deadly cargo?

IN BRIEF

Type	PD
Author	Rage
Requirements	512K • Not A500 Plus compatible
Available from	Start Computer Systems, 20 Holmside, Sunderland SR1 3JE ☎ 091 565 2506

AMIGA 83%

Feel the beat flow and get down with the bubble-monkeys as the *The Space Demo* does its stuff. OK, maybe not. Anything for a quiet life...

A peaceful, winter scene it may be, but it's about to start whizzing about the screen in a most alarming way! Things aren't always what they seem

The Space Demo

For the most part, people consider the world of demos to be completely beyond their reach, but this shouldn't be the case at all. If you've got a few original ideas, a dash of programming knowledge, the ability to wield an art or music package and heaps of originality then you too could be a demo coder. This is the kind of approach used by the Megabusters team with its *Space Demo*.

The introduction to the disk doesn't really fill you with a sense of awe, since it consists of some dodgy text scrolling up the screen over a horribly-patterned backdrop (the drum samples are quite nice, though). This is followed by another of those 'guide-the-bloke-to-the-door' menu systems, but this time he's dangling off a balloon! This isn't the best example of the menu system I've ever seen, I must say, but once you get into the actual demos you get a feeling for the pervading sense of humour.

Ah yes, that cool, refreshing soda-drink with vegetable extracts. Just the thing I need!

The first demo is Megabusters' tribute to that master of soft drinks – Coca Cola (a personal favourite – I drink gallons of the stuff). This is followed up by one of the silliest music screens ever. Instead of the usual LED-bars or pulsating logos usually found on music demos, this one has a whole range of odd graphics to keep time with the tune. In the middle of the screen is a band, while at the top meters leap up and down. The weirdest part, though, is the bubble-gum blowing monkeys!

The most technically-extravagant sections are some of the graphic screens. Megabusters has created a way of magnifying bitmapped pictures and whizzing them across the screen behind overlaid text.

The team has done just what is needed when creating a demo – it has injected wit, originality and a sense of humour. This makes the presentation of *The Space Demo* rather impressive (for a first attempt anyway) and makes you wonder what the Megabusters team will do next. Get it for a laugh or two.

IN BRIEF

Type	PD
Author	Megabusters
Requirements	512K
Disk number	D129
Available from	Caledonia PDL, 250 Oldtown Road, Hilton, Inverness, Scotland IV2 4PT ☎ 0463 225736

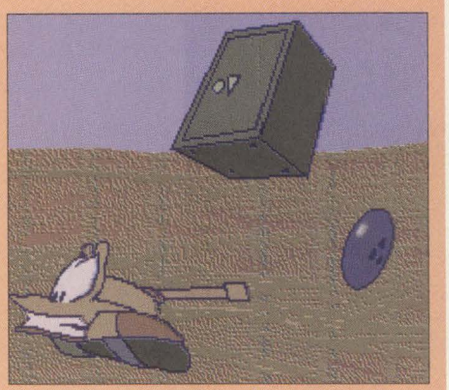
ST 79%

Cartoon Time Double Bill

As we've said before, no round-up of the latest PD demos would be complete without a mention of the latest Eric Schwartz animations! And this month there are two top notch clips on offer...

Unsporting

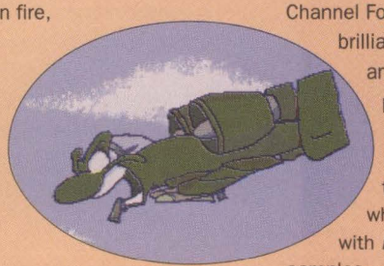
How does he do it? Even though there seems to have been more *Aerotoons* animations than sequels to *Friday the 13th*, Eric Schwartz still manages to maintain such a high quality (unlike the horror film makers).



Is it safe here? This little chap doesn't think so. That's why he's making a mad dash for it across the desert

This clip is based on the A-10 tank-hunting aeroplane, with the lumbering behemoth buzzing its way across the desert. From underneath a sandbank emerges a rather nervous little tank, trying to hide from the deadly foe. Unfortunately, he didn't manage to stay hidden for long enough, and the A-10 zooms in for the kill.

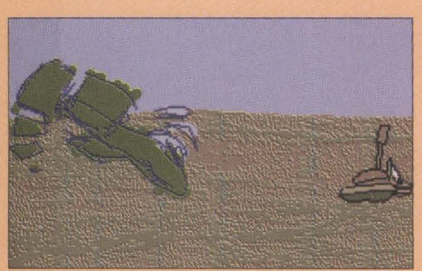
The cartoon then continues with the plane bearing down on the tank, throwing machine-gun fire, missiles and even household items (including a fridge) at the terror-stricken tank. A brief slip by the hunter allows the tank to make a getaway, but is he really safe? You'll have to have a look for yourself!



The weapon-loaded A-10 Tank Hunter aircraft. Can any tank be safe from such a powerful enemy?

The slickness of production in the *Aerotoons* series has most definitely improved over the years (although the first ones still look pretty impressive), resulting in a series of cartoons that wouldn't look out of place in the current *Four-Mations* series on Channel Four. The artwork is brilliantly-drawn, the animation is perfectly-studied and moves smoothly, and the sound – which is littered with *Loony Toons*-style samples – captures that madcap cartoon feel to a tee.

In short, Eric Schwartz has managed to come up trumps yet again – can this man do no wrong? It's just a shame that you need so much memory to view the thing!



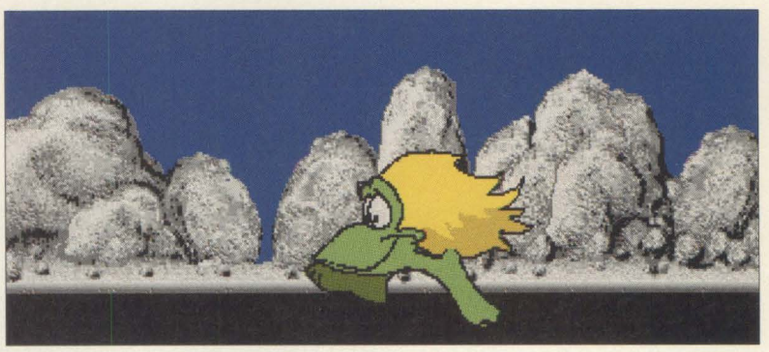
Oh dear. Just look at what happens when you don't watch where you're going...

IN BRIEF

Type	PD
Author	Eric Schwartz
Requirements	2Mb
Disk number	2478

Available from
PDSoft, 1 Bryant Avenue, Southend-On-Sea, Essex SS1 2YD ☎ 0702 612259

AMIGA 89%



A blobby little chap out for a run. Who could suspect what is lurking in wait just down the road?

How To Run

Amiga owners without a great deal of extra memory bolted on to their computer could be teed off about not being able to see the latest Eric Schwartz animation releases. But don't worry! All is not lost! Eric understands that some people don't have multi-megabytes available and occasionally puts together clips that don't need as much space to run as most of his other animations. His second entry into the world of PD this month is one of them.

The cartoon is basically an out-and-out piece of silliness. Its full title is *How to Run into a Wall* and it features a small, blobby creature with big feet, a silly expression and a mop of yellow hair (and that's all) pegging it for all he's worth down a track. Suddenly he applies the breaks but can't stop himself from hurtling into a solid brick wall, which then crumbles under the power of the (quite considerable) impact of the collision.

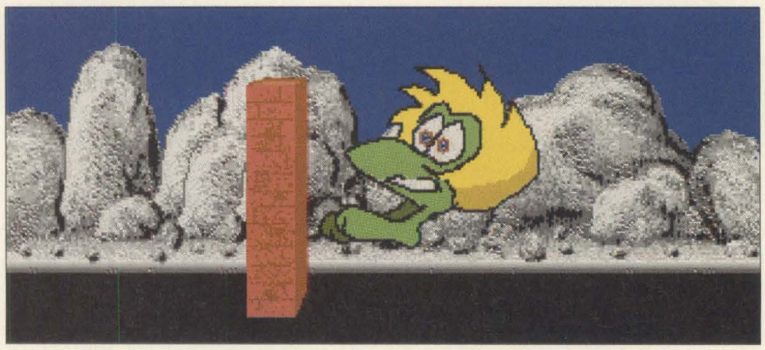
Although it's not as epic as Eric's usual animation work and the story is brief, the care that has gone into producing the animation hasn't faltered. The graphics are still superb and the sound has that cartoon atmosphere that Eric manages to capture so well. If you want to see some of his work, but only have a one meg Amiga, then here's your chance!

IN BRIEF

Type	PD
Author	Eric Schwartz
Requirements	1Mb
Disk number	2476

Available from
PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD ☎ 0702 466933

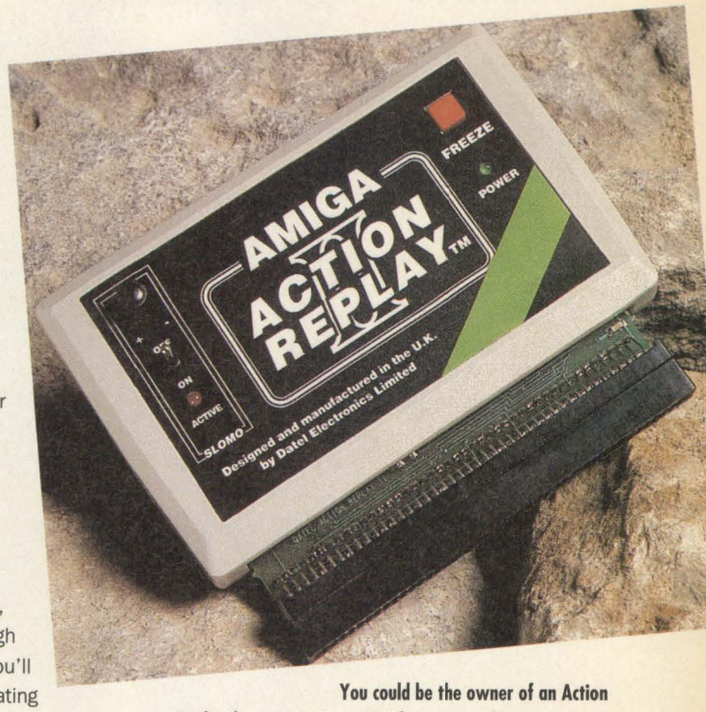
AMIGA 81%



A brick wall, that's what's waiting for him. Not very threatening, but darned painful nevertheless

Think you can hack it?

Thanks to our friends at Datel, we've got 15 products up for grabs that make computing much, much easier. To win one all you have to do is answer six easy questions...



You could be the owner of an Action Replay for your Amiga or PC if you enter this competition!

Trying to program the next *Llamatron* or a world-shattering word processor can be a long and frustrating process if you don't have the right tools. Datel, for this very reason, has developed the Action Replay cartridge for the Amiga and PC and Syncro Express for the ST.

The Action Replay cartridge is a masterpiece of computer engineering that enables you to debug and examine your programs, so that you can keep track of those boisterous bytes and roguish registers. And not only can the cartridge help you to program, it can do many other clever things as well:

- Save the entire program in memory to disk – If you've got to a certain stage in your PD demos or games you can save it and come back to it later
- Save pictures to disk – Just press a button and you can save your screen to disk, all ready to incorporate into your own demos or slideshows
- Powerful game trainer – If you can't get past *that* stage in a game you can use this function to give you infinite lives or energy
- Slo-mo mode – Flip a switch and you can slow programs right down. Handy for debugging and making games easier
- Powerful anti-virus checker – Action Replay scans memory for any rampant viruses, checking your computer for any dangerous infections
- Examine the program in memory – Using the cartridge's built-in monitor and disassembler you can analyse and debug your programs in memory.

The PC version of the Action Replay also has a built-in game port so that you can plug in a 15-pin joystick and play your games. Action Replay III on the Amiga has dozens of other functions, including a built-in sprite editor, the ability to search for soundtracker modules, copy PD disks and examine disk sectors.

The Action Replay cartridge retails for £59.95, but you can win one for the cost of a stamp!

ST owners – read this!

While Datel doesn't produce an Action Replay for the ST, our Atari readers are not left out. We've got five of the latest Syncro Express Mk II disk duplication systems up for grabs as well! Usually Syncro Express costs £34.99, but we're giving five of them away because that's the kind of people we are!

Syncro Express makes backing up your PD disks easy and is an essential tool for any PD library or user group. Disks can be copied in around 40 seconds, much faster than with any other program!

The product is a hardware device that plugs between your computer and external drive, ignoring the computer's standard (ie, slow!) disk drive controller and enabling high speed and accurate when data transfer. You'll never have to resort to the slow Atari operating system to copy disks ever again!

NOTE: To use the Syncro Express Mk II you need to have an external disk drive. These are not included as part of the competition prize.

To get your hands on one of these dynamic Datel products, all you have to do is work out the answer these six multiple choice questions.

1 If you wanted to program a fast and smooth program, which language would you use?

A **BASIC**
B **Assembler**
C **Spanish**

2 The Amiga and ST share the same main processor chip. What is it called?

A **HAL 9000**
B **6502**
C **68000**

3 How can you safely slow your computer down so that you can debug and cheat at games?

A **Use an Action Replay cartridge**
B **Fill it with water**
C **Confuse it by entering commands in Bulgarian**

4 Who's most likely to have helped the development of the computer as we know it?

A **Charles Babbage**
B **Sonic the Hedgehog, Esq**
C **Ron Computer**

5 How much would you expect to pay for a Syncro Express device in the UK?

A **£4.32**
B **£34.99**
C **NZ$847**

6 What phrase would your computer be more likely to tell you?

A **Don't byte me like that!**
B **SYNTAX ERROR**
C **Get off me, you're heavy!**

Right, think you've got the answers? Then jot them down on the back of a postcard or envelope along with the type of computer you have (very important) and your name and address. Then send it to: **Smash 'n' Grab, *Public Domain*, 29 Monmouth Street, Bath, Avon BA1 2DL**

Don't pirate!

While both the Action Replay and Syncro Express are capable of copying disks, Future Publishing and Datel Electronics neither condones or authorises the use of these devices for the reproduction of copyright material. It is illegal to make copies, even for your own use, of copyright material without the express permission of the copyright owner or licensee.

The rules – follow them or we'll send the boys around

- **Employees of Datel Electronics and Future Publishing are not allowed to enter this competition**
- **The winners will be the first five correct Amiga, PC and ST entries drawn out of the editor's straw boater**
- **Only entries postmarked up to and and including the 31st August 1992 will be eligible for the competition**
- **And while an Action Replay may be able to help you cheat at games, we don't want any cheats entering this competition – any multiple entries (yep, we do scrutinise the handwriting and post codes) will be torn up and sent to that place where torn up entries go. Or, in other words, you don't have a chance of winning**

Weird Fish Anim

Why is it that people who use computers often think in very strange directions? The person responsible for this animation is a case in point. Completely hat stand!

The animation starts off simply enough, with a 3D polygon animation of a fish swimming around in a bowl. The scene is decorated with a nice vase of flowers and an art-deco lamp to give things a cosy glow. But this scene shouldn't be taken for granted, since it soon takes a leap into the Twilight Zone. A little bee with buggy eyes bumbles in from the background to see what's going on, only to be horribly confused by the fact that the fish has somehow managed to swim through the glass of its bowl and is floating around in the outside world! This is just too confusing for the poor little insect, who has no choice but to whiz off before things get any more confusing.

I suppose you'd be dumfounded if a fish just swam through the side of its bowl in front of your eyes, wouldn't you?

It has to be admitted, this disk is a pretty simplistic affair. There is no pseudo-dance music, no fancy raster bars and no logo-filled intro. The (surprisingly lengthy) animation simply loads up and plays in an infinite loop. But although there isn't much in the way of bells and whistles, it's a witty, original and technically-accomplished clip which works extremely well. This is what we want to see! Some neat ideas in the demo scene!

IN BRIEF

Type PD
Author Unknown
Disk number DEM 8221
Available from
Floppyshop ST, 45 Provst Graham Avenue, Hazelhead, Aberdeen AB1 8HB ☎ 0224 312756

ST 82%

The best of the rest • The best of the rest

Demos can't get by on amazing graphics and superb sounds alone. They also need to be entertaining and original. Here are the demos from the last eight issues that we think got the combination right...

ST

❶ A Little Music Demo Issue 1 92%
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416
A collection of eight excellent *Soundtracker* tunes covering a wide variety of styles.

❷ Ooh Crickey, What A Scorcher Issue 2 90%
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416
An impressive demo from the Lost Boys that combines humour, decent music and a selection section requiring you to fly a spaceship through a 3D landscape.

❸ The Run Issue 1 84%
MPH, 10 Chandlers Court, Eaton, Norwich, Norfolk
A superb piece of 3D ray-traced animation from the master, Tobias Richter. A high speed car chase along some American freeways with great attention to detail.

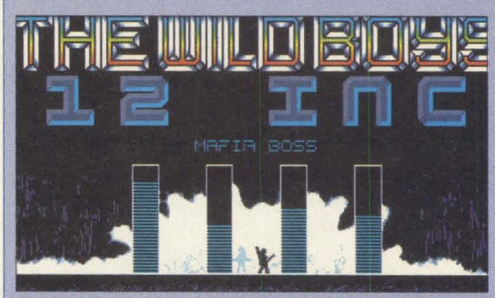
❹ Mental Hangover Issue 6 81%
State 808PD, 3a Old Lanark Road, Carluke, Scotland ML8 4HW
An ST conversion of Scoopex's *Mental Hangover* demo for the Amiga. Wild bobs and vectorshapes backed up by an impressive tune constructed from samples.

❺ Transbeauce Demo II Issue 2 81%
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416
An entertaining selection, of which the *Art of Code* demo is the standout – excellent music accompanied by an animation of a band thrashing away at their instruments.

❻ Mr Benn Demo Issue 1 80%
Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT
Relive those childhood memories. The theme music plays, accompanied by a series of quality digitised images. Includes a *Rocky and Bullwinkle* demo as a bonus.

❼ TWM Module Disk 11 Issue 2 79%
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416
Combining clear sound with powerful tunes, this is well worth checking out.

❽ Hardcore Dancefloor Issue 4 78%
State 808 PD, 3a Old Lanark Road, Carluke, Scotland ML8 4HW
A collection of tunes put together using samples from techno tracks such as *Quadrophenia, Charly* and *Night in Motion.*



Hardcore Dancefloor – **you know the score. Yo, man!**

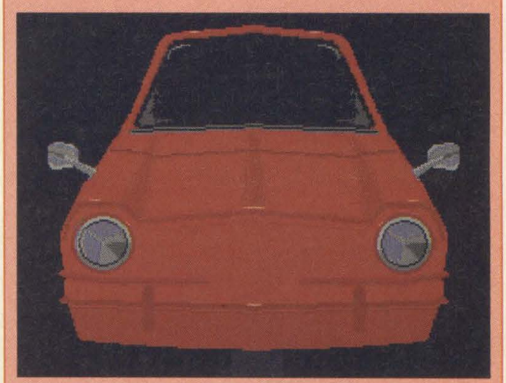
❾ Things Not To Do Issue 1 78%
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416
Strange animated clips of some karate fighter. Quite funny in a crude way!

❿ ULM New Year Demo Issue 2 78%
Rust PDL, 361 Ordanance Road, Enfield, Middlesex ☎ 0992 717828
Mainly pretty dodgy collection with one major saving grace. The *Zoolook* demo, based on the Jean Michel Jarre track is really rather good.

AMIGA

❶ Odyssey Issue 4 95%
NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA ☎ 0983 529594
Five-disk epic of galaxy-spanning action with a variety of animation styles and music, all pretty impressively done. The dogfight is stunning.

❷ Robin Reliant Turbo Challenge Issue 4 95%
4th Dimension, 94 Breedon Street, Long Eaton, Nottingham NG10 4FE
A witty little piece of animation which reproduces the attract screen from the top-selling game *Turbo Challenge II*, replacing the Lotus with a Robin Reliant.



Could a Robin Reliant win the Turbo Challenge? We doubt it

❸ Anti Lemmin' Demo Issue 1 93%
17 Bit Software, 2/8 Market St, Wakefield WF1 1DH ☎ 0924 366982
Superlative animation from Amiga demo maestro extraordinaire Eric Schwartz. Watch the furry little vermin from the famous game indulge in Rambo-style action.

❹ Manic Raves Issue 1 93%
17 Bit Software, 2/8 Market St, Wakefield WF1 1DH ☎ 0924 366982
Eight songs on two disks that are so darned good they'd sell by the truck load if they were sold on 12-inch record and played endlessly at your local rave.

❺ At The Beach Issue 6 91%
PD Soft, 1 Bryant Avenue, Southend-On-Sea, Essex SS1 2YD
Can nothing stop Eric Schwartz's dominance of the chart? Fun on the beach this time, as Moondoggie and Flip the Frog both try to woo Clarisse the Cat.

❻ Gulf War Conflict Issue 3 91%
PD Soft, 1 Bryant Avenue, Southend-On-Sea, Essex SS1 2YD
Another masterpiece from Eric Schwartz. The subject matter might be past the sell-by date, but the humour, animation and caricature of Saddam are great.

❼ Wildfire Megademo Issue 3 91%
PD Soft, 1 Bryant Avenue, Southend-On-Sea, Essex SS1 2YD
Packed with some really powerful, pounding music and acieeed-style graphics, this demo is a real winner from the Wildfire coding team. Turn up loud.

❽ Time Flies Issue 2 91%
Amiganuts, 169 Dale Valley Road, Hollybrook, Southampton
Superb piece of 3D ray-tracing as a clock flies at high speed around a room.

❾ Hardwired Issue 4 90%
NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA ☎ 0983 529594
Two-disk compilation containing a progressive series of sections unveiling new and wonderful techniques – space battles, vector demos, scrolls, they're all here.

❿ Mars Flight Issue 1 90%
17 Bit Software, 2/8 Market St, Wakefield WF1 1DH ☎ 0924 366982
Excellent 3D animation of a spaceship flying over a futuristic city on Mars, complete with skyscrapers, and then coming in to land at a spaceport.

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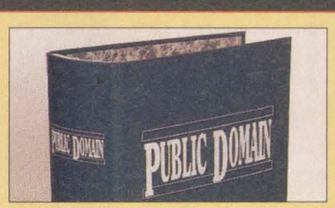

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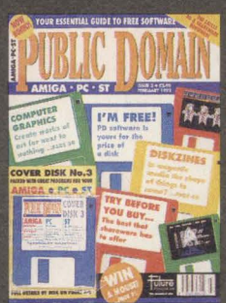

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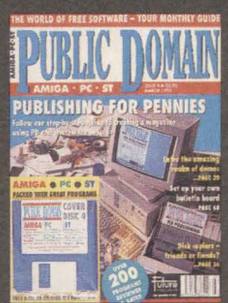

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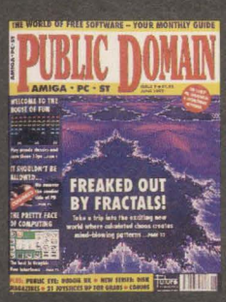

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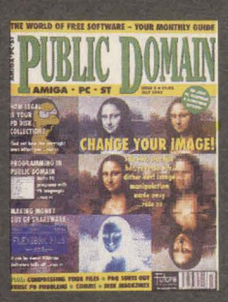

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It's a matter of

Think there might be royal blood in your veins? Reckon you could be a descendant of Shakespeare? The only way to find out is to trace your family tree, and there are plenty of PD and shareware progrmas help you out. Tim Howell gets to the roots of genealogy...

Who is your great gran's sister-in-law's cousin twice removed? Haven't got a clue? Don't give a damn? You would if it turned out they were loaded and just about to pop their clogs. There's always the chance. You see, keeping track of your family can reveal all sorts of interesting (and perhaps lucrative) facts. A bit more interested now? Good, but before you rush off to the local Births, Deaths and Marriages office, be warned: genealogy involves gathering lots of data that can soon become unwieldy if you keep it all on paper. But don't worry, because a solution lies in the public domain.

```
No  Name      Function of the Program
 1  CREATPER  Creates/extends a Persons File.
 2  CREATMAR  Creates/extends a Marriages File.
 3  CREATORD  Creates/extends a Baptisms File.
 4  UPDATPER  Updates Information in the Persons File.
 5  UPDATMAR  Updates Information in the Marriages File.
 6  UPDATORD  Updates Information in the Baptisms File.
 7  INDEXPC   Creates a Parent/Child Index.  (For 13, 16 and 18.)
 8  INDEXMAR  Creates a Marriages Index.  (For 15, 16, 17 and 18.)
 9  PRINTPER  Prints Information about Persons.
10  PRINTMAR  Prints Information about Marriages.
11  LISTPER   Prints a List of the Persons in the Persons File.
12  LISTMAR   Prints a List of the Marriages in the Marriages File.
13  LISTPCI   Prints a List of the Parent/Child Index.
14  ALPHAPER  Prints an Alphabetical List of Persons.
15  ALPHAMAR  Prints an Alphabetical List of Marriages.
16  DISPLAY   Displays Genealogical Information on the Screen.
17  PEDIGREE  Prints Pedigree Charts (Family Trees).
18  FAMILY    Prints Family Group Sheets.
19  DESCEND   Displays (and Optionally Prints) Descendents Charts.

(0 to quit, 20 to restart the MENU)
Enter a Program Number and press RETURN.? 4
```

This menu from *A-Gene* gives you some idea of the type of data the program handles

The end result of genealogical research are family trees. These are diagrams which, on paper, consist of lines going all over the place – vertical lines indicating parentage and horizontal lines to indicate relatives of the same generation. As you can imagine, when you try drawing a tree diagram using pen and paper, after a few generations things start to get pretty messy, with lines going off in all directions and spreading over several sheets; working out your more distant relations is more difficult than finding Turnham Green on a map of the London Underground.

Enter genealogy software. Rather than covering the living room floor with several pieces of A4 taped together, your computer can store your family tree for you, enabling you to access it at the press of a key. If you do need a copy of the tree, simply hook up a printer and you can get one printed out.

Genealogy programs are effectively customised database programs. Although an ordinary database could be used to keep track of family information, genealogy programs have specialised features which enable you to look up a family member and discover relational links, no matter how tenuous or far-removed, between family members.

Hunting for information

Using a genealogy program isn't much good if you haven't got any information about your family to enter into it. While you've probably got a good idea of who your parents are, how much do you know about their parents and grandparents? Aside from problems that arise with adoptions and illegitimate children, family records have a tendency you get lost or be accidentally destroyed. If this has happened, is the information lost forever? Unfortunately the answer is that it probably is, but there are a few options available if you want to find out as much as possible.

The first, and most obvious, is to talk to members of your family. Parents and grandparents can remember all sorts of things about relations: aunties you've never heard of, long-lost cousins who disappeared to Zimbabwe 20 years ago and so on. Another relatively accessible source of family information are photos. Yes, all those grainy Polaroid snaps your granny took 50 years ago may have a use! Look through photo albums for familiar and unfamiliar faces to identify other potential relatives. Show the photos to your relatives, ask about them and who knows what you may find out?

The next step will take a bit more effort. If you know where a relative was born, you can sometimes contact the local Births,

```
                    Husband                    ADD
Husband: Frederock Flintstone              ( 9 )      Sex: M
  Born: 10 March 890      in Bedrock, USA
Baptized:                 in
   Died:                  in
 Buried:                  in
  Other:                  in
    Ref:                  Occupation: Contruction worker
                      Wife
   Wife: Wilma Flintstone                  ( 10 )     Sex: F
   Born: 12 April 892     in Bedrock, USA
Baptized:                 in
   Died:                  in
 Buried:                  in
  Other:                  in
    Ref:                  Occupation:
                    Marriage
Married: 8 August 899     in Boulder, Colorado
  Other:                  in

   Add one family at a time.  If a person has multiple spouses, finish
   each family by pressing F1 until form is cleared again, and then enter
   the next spouse and family.  You may use *UNKNOWN for the "spouse" of
   an unmarried person who has children.
```

Entering family details is relatively easy with *Trees II* – it can all be done from a single screen. Marriage details can also be entered from here

life and death

Deaths and Marriages office to see if they have any record of them. Church registries can often supply the same information. This can take time and some expense, so be prepared.

As you move further away from personal contacts and get into the realms of letter-writing and phone calls, things can get tricky; you have less hands-on control of your research, and have to rely on other people to look up records. They might miss something vital because they don't realise its importance; on the other hand, they often find out some useful titbits of info you had no idea about.

You could always contact a professional genealogy society to find out the information, though this does lessen the fun somewhat. But whatever form of research you decide on, do it sooner rather than later as records are being lost or destroyed all the time.

How your computer can help

With most genealogy programs you will be able to record a lot more than just names and the dates of births, marriages and deaths. Many will let you enter details of birthplaces and occupations; some even ask you to fill in information about christenings and funerals. Another common feature is the ability to find out the relationship between two members of a family. So, the more thorough your information is, the more effectively you'll be able to use the programs.

"Many genealogy programs have specialised features which enable you to discover relational links no matter how tenuous."

The standard of PD and shareware genealogical programs varies tremendously. Often a program boasts loads of features, but is prone to crashing. This seems to be because they have been written by enthusiastic genealogists with limited programming knowledge. But there are plenty that strike the right balance of aesthetics and functionality. But drawbacks or otherwise, if you want to trace your ancestry you're going to have to turn to the public domain. The specific nature of genealogy programs means that they aren't a viable on-the-shelf commercial product.

An important consideration when considering genealogy programs is ease of use; the type of people who use genealogical programs might not be computer literate. While this could be said to be the case with most programs, it's more important with genealogy programs; because they make the job of the amateur genealogist so much easier, they might actually be the reason for buying a computer in the first place.

Couple a genealogy program with your research and you'll have a manageable, compact and easily amendable set of records. Here are a few programs that'll help you discover your roots...

FOR THE AMIGA

True to form when it comes to specialist interest programs, there is a paucity of genealogical programs for the Amiga. The two mentioned here are the only ones worth looking at, and they pale in comparison to their PC rivals. Read on to find out why...

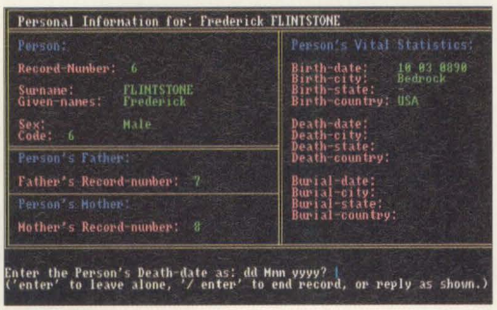
A-Gene

Of all the genealogical programs available on the Amiga, *A-Gene* is generally regarded as being one of the best. So far the program has gone through three versions and the one looked at here is version two; version three is a commercial program priced at £15, and there is a cut-down version as well, but version two is the only one that's shareware. Comprendé?

Compared to *Family History Database*, *A-Gene* is much easier to use. While the program doesn't make use of any Amiga-specific functions (it has been ported from a PD program on the PC) such as pull-down menus or mouse support, controlling the program using key-presses is easy enough to do.

Entries have to be made from three separate menus: Persons, Marriages and Baptisms (or Ordinances – the program will create either an Anglican or Mormon family tree). In the Persons file you enter the personal details of each individual to be included in the database, including name, sex, parentage and the dates of birth, death and burial. Each person is allocated a record number which can be used in other files. So, for example, when you need to indicate who someone's parents are, you just type in their record numbers.

The Marriages file, unsurprisingly, keeps track of who got hitched to whom, linking the appropriate personal details from the Persons file, and including details of the wedding itself. Finally, details of baptisms – when and where they happened – are entered into the Baptism file.

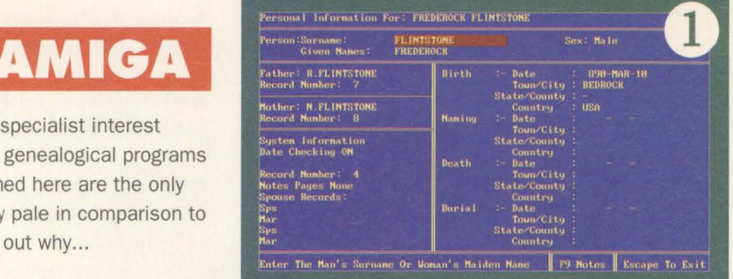


Like most genealogy programs, *A-Gene* can handle a number of elements, but you'll have had to have done your research first...

A-Gene is easy to use and switching between menus is easy. With each person being allocated a number you do have to keep track of who's who

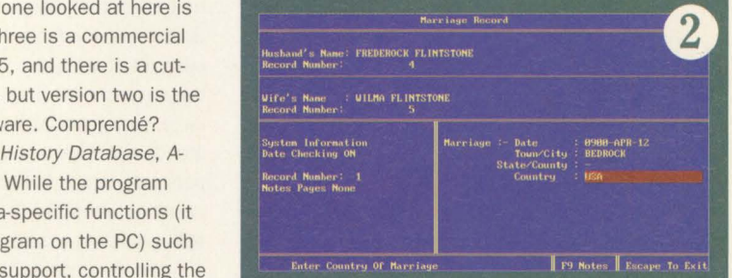
Genealogy with Trees II

Of the programs we looked at, *Trees II* was not only one of the most comprehensive but one of the easiest to use. Here's why:



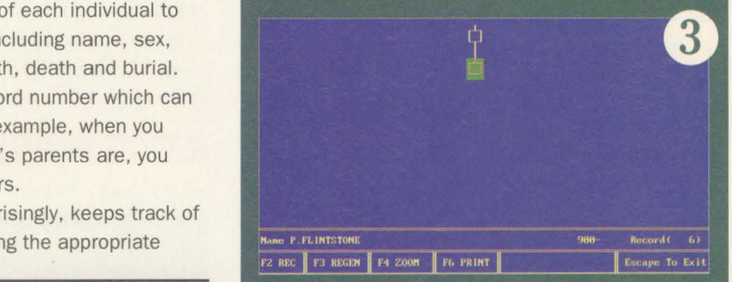
1

The first thing to do is enter the personal details of the people to be included in the tree which you do on screens like this; basically you enter one person per screen, filling in birth, death, naming and burial information. Each person/record is given a personal number



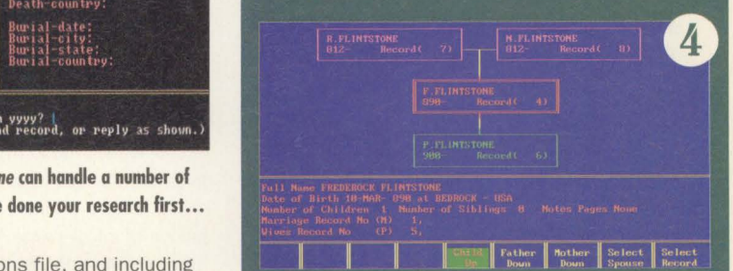
2

Once you've entered the personal details of the people in your family tree, you can input information about who married whom. To enter the details of the couples involved, you don't have to type in their names; just use their personal record number (it's a good idea to keep a record of them)



3

As you enter more people in the database, the family tree gradually grows. Even after just a single family, *Trees II* already has two generations to look after; in this case Fred and Wilma Flintstone and their daughter Pebbles. To see these generations, you can view a Global Tree of the family



4

By zooming in on the family tree, we can see the family information in more detail. It's possible to move around the family tree by going using the controls at the bottom of the screen. For example, select Father Up and the diagram will move down to show the parents of R Flintstone,

cont. on p54

cont. from p88

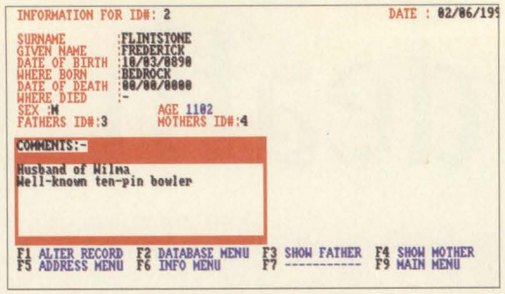
because you can only access personal details by entering a number and not a name. Also, the program lacks search facilities and, in one particular circumstance, crashes if you don't do everything in the correct order. Still, if you keep track of things you shouldn't have any problems.

AMIGA 73%

Family History Database 1.01

While *AMOS* is a good enough language for writing games (and it was for this purpose the program was designed), when it comes to more text-orientated programs it just doesn't make the grade (as you'll know if you're a regular reader of our Business section). This is unfortunate for *Family History Database*, which has been written in the language, as the restrictions imposed by *AMOS* cripple its usefulness in many respects.

The program itself is well laid out and



In use *Family History Database* is a bit unwieldy, but it does keep track of the essential information you need in a family tree

organised; entering the genealogical information is fairly straightforward. However, once you've entered the data, there's no way to edit it again. While you can print out records easily enough – in fact, the program's printing facilities are very good – if you've made an error somewhere you've got no chance of changing it unless you start entering everything all over again.

And it's this lack of flexibility, I'm afraid, that affects the program's usability overall. The author has good intentions, and it's a shame he's been let down by the language in which he's written the program. The program's facilities are, by and large, very good. As well as a substantial list of standard details that you are asked to fill in for each person – name, parentage, birth date, etc – there are also two further blank areas which you can use to note down any extra biographical details.

The printing facilities are very good. As well as printing out the actual family tree, it's possible to produce blank questionnaires which you can hand out to your family, and blank family trees, both of which are useful when you are doing your research.

Family History Database has the functions and the ambition, but it fails in its execution. If you have the patience and the co-ordination to enter details without making mistakes then take a look, but for the rest of us mere mortals it may be a bit too frustrating.

AMIGA 53%

Know your sources

Want to know more about the programs on review? Ever eager to please, here we give you a rundown on the essential details you need to know, and which companies supplied the software for this feature:

AMIGA

- **A-GENE – Shareware • Author: Mike Simpson • Requirements: 1Mb • Disk number: 1472 • Registration fee: AUS $20 (£9) •17-Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982**
- **FAMILY HISTORY DATABASE 1.01 – Licenceware • Author: Michael A Tate • Requirements: 512K • Price: £3.50 • Déjà Vu, 25 Park Road, Wigan WN6 7AA ☎ 0942 495261**

PC

- **TREES II – Shareware • Author: Tomorrow's Designs Ltd • Requirements: 512K/CGA • Disk number: MIS001 • Registration fee: £49.95 • Precision Software Applications, 3 Valley Court Offices, Lower Road, Croydon, Herts SG8 0HF ☎ 0223 208288**
- **BROTHER'S KEEPER – Shareware • Author: John Steed • Requirements: 512K/CGA • Three disks • Registration fee: $40 • Eigen PD, PO Box 722, Swindon, Wilts SN2 6YB ☎ 0793 611270**

ST

- **IT'S ALL RELATIVE – Shareware • Author: Greg Kopchak • Requirements: 512K • Disk number: 1311 • Registration fee: $25 • South West Software Library, PO Box 562, Wimborne, Dorset BH21 2YD**
- **GENERATION GAP – PD • Author: Steve Barker • Requirements: 512K • Disk number: 892 • Available from: South West Software Library, PO Box 562, Wimborne, Dorset BH21 2YD**

FOR THE PC

Of the three machines, the PC is by far the best-supported when it comes to genealogy programs. The two reviewed here are both better than anything that can be found on either the Amiga or the ST. And they're not just slightly better, they're streets ahead...

Trees II

Developed in the UK, *Trees II* is one of the best genealogical programs available. It is dead easy to use, with pull-down menus to access its functions.

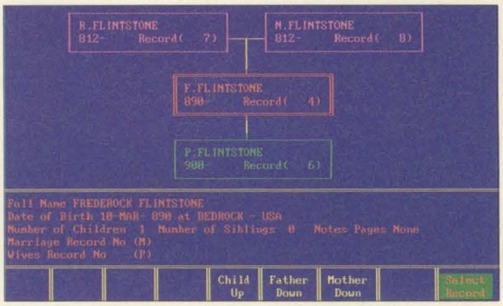
You have to enter all the usual bits and pieces of info – name, sex, parents, and dates of birth, christening, death and burial, where applicable. In this respect the program isn't as complex as, say, the ST program *Generation Gap*, as it doesn't include parameters for members of the Church of Latter Day Saints, but that's not exactly a feature many genealogists are going to miss.

Once you've inputted the information you can display it on-screen or print it out. The on-screen display is exceptionally good; you can view a family tree that shows only very general data about a number of generations and then zoom in on parts of it for extra detail. When you're studying a tree up close, you can navigate around it along the lines of relationship using a selection panel at the bottom of the display.

Hard copy printing is one area where *Trees II* could be improved; the printed data isn't as clearly laid out or as well arranged as it is with, say *Brother's Keeper*. Genealogical information needs to be printed out if it's to be used in the long term, and it's a shame it doesn't do as good a job as it could.

There are a number of nice touches. The function keys can be programmed to enter commonly-used names at the press of a key, which can make things easier, while there is a Help function built-in as well.

One interesting function is Soundex. This means that if you're searching for a non-specific surname you can use a Soundex search to find names that



***Trees II* produces some of the most colourful family trees on-screen, but it could be improved when it comes to printing them**

sound similar, for example Smith, Smyth or Smit.

Couple *Trees II*'s functions with its ease of use and you're on to a winner. While the registration fee of almost £50 sounds a lot, if you consider that you can't get similar programs available commercially and that if you could, *Trees II* would probably be better than them anyway, then it's definitely worth checking out.

PC 84%

Brother's Keeper

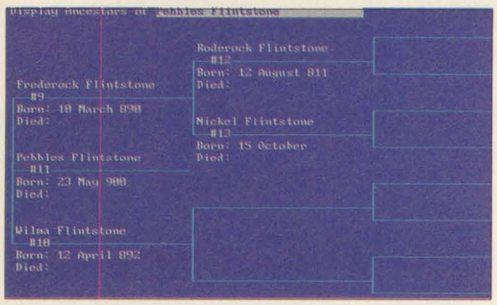
Brother's Keeper is well endowed with functions, competing well with *Trees II* and surpassing it in many areas. Unfortunately, it's not the easiest of programs to use and is inconsistent in the way it behaves – some functions are far easier to use than others.

One impressive feature surprisingly absent from the other software on review, is the program's intuitiveness. If, for example, you had entered the details of a person on one screen and that person's name cropped up in another person's details, then *Brother's Keeper* asks if it is the same person.

Compared to the other programs on review *Brother's Keeper* is the best at hard copy output. The program's main menu is split into two halves, with basic options printed down the left side of the menu box and printing options down the other. You can dump the family tree to either the screen or printer. Screen output isn't brilliant, but at least it's there – some programs will only print out the information on paper making a family tree something of a surprise.

The print options include being able to print out a

text listing of ancestors and descendants of a given person, a graphical tree of descendants (in other words, the family tree) or a list of everybody currently recorded in the database. One of the options is to print an Ahnentafel chart, which is German for



Brother's Keeper* displays a sideways-formatted family tree, but getting to this stage is more difficult than with *Trees II

ancestor table. This option just lists a person's ancestors without drawing a chart.

Brother's Keeper is able to handle most of the common personal details used in genealogy programs, including names and dates of births, deaths and burials. If you want to input some details of your own, the program also lets you add two extra fields.

Paying the registration fee of $40 (which is about £25) entitles you to notification of updates and you'll be sent at least one of these updates at no extra cost.

All in all *Brother's Keeper* is a competent program and one that, once you've got to grips with it, can be used rewardingly. It might not be as easy to use as *Trees II*, and *Trees II* is better at printing information on-screen, but *Brother's Keeper* makes up for this in features and, to a certain extent, its flexibility.

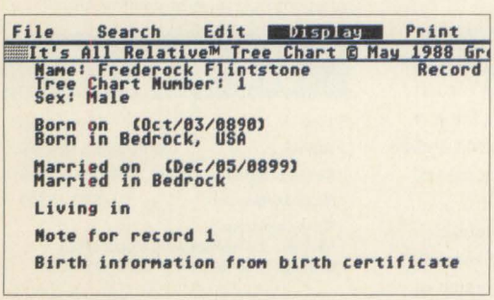
PC 76%

FOR THE ST

While we could only find two genealogy programs for the ST, at least they're usable. Both of them can handle the most basic of genealogical information, and while there is quite a bit of room for improvement, they're competent enough...

It's All Relative

Of the two most readily available genealogy programs for the ST, *It's All Relative* is ranked number two. It's a cut-down version of the full program, although in this case cut-down is a euphemism for butchered;


File Search Edit Display Print
It's All Relative™ Tree Chart © May 1988 Gr
Name: Frederock Flintstone Record
Tree Chart Number: 1
Sex: Male
Born on (Oct/03/0890)
Born in Bedrock, USA
Married on (Dec/05/0899)
Married in Bedrock
Living in
Note for record 1
Birth information from birth certificate

While *It's All Relative* is memorable for its clichéd name, it's not memorable as a genealogy program, although it does work...

Programs so big, they won't fit on your monitor

While being able to input family information into a genealogy program is very handy, viewing it on-screen all the time has its limits; usually you will only be able to see few generations at a time. To get around this a printer is essential so that you can print out a hard copy of the document. Quite a few programs, in fact, require that you have a printer before you can view the family tree information at all – you have to print out the tree in order to look at it. This does limit the program to those people who have printers but, from another angle, if you want to use any genealogical program seriously then you really need a printer anyway. Many genealogical programs, recognising the importance of printing out, offer above average printing facilities.

you can only store the details of parents and grandparents and not relations that are less direct than these, such as cousins and nieces.

Up to 600 records can be stored on a 512K ST, while it's possible to store over 2,000 on an expanded machine. Whether you'd want to enter this many records when you're limited to direct ancestors is another matter – anyone care to work out how many generations that would cover?

Now on to what the program does do, rather than what it doesn't. The records in *It's All Relative* are linked to each other using numbers, called Chart Numbers. Once all the details have been entered for one person, and whether the person is a man or woman, a number is generated. This number is used to identify that person from now on, although it is possible to search through inputted data for a matching name. As far as what details can be included in a record, *It's All Relative* is reasonably comprehensive. Standard details that can be entered include their full name, date of birth, place of birth, where they lived and died, marriage details and where they're buried (provided that they're dead, that is!)

When *It's All Relative* first loads it immediately gives you the option of loading an existing database or creating a new one. No parameter fields or anything have to be entered. All the program's functions are accessed via pull-down menus using the normal GEM desktop so the way it works should be familiar to most ST users.

While it's easy to use, the functions just aren't there, making *It's All Relative* limited for serious genealogical work. The solution is to buy the full version for $25 which apparently offers all the functions you need, though the freely-distributable version hardly whets your appetite enough to bother.

ST 63%

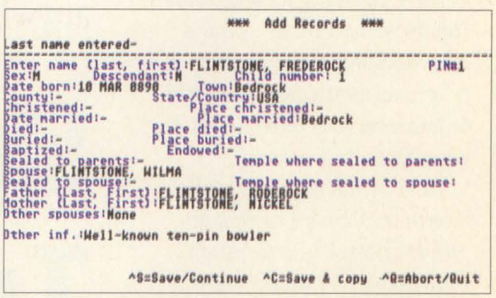
Generation Gap

Generation Gap makes use of the database program *DBMan*, using its functions but providing a reasonably comprehensive genealogy program.

Two versions of the program are provided on the disk; one for colour monitors, the other for monochrome monitors. The program has a reasonable range of functions, and, unlike *It's All Relative*, *Generation Gap* handles all relations, not just those in line of parentage.

All the standard record parameters are included, plus a couple of more unusual ones which are useful: there is a space where you can indicate whether someone is a direct descendant of another person; people can be listed according to their name or by an individual PIN number which you give them.

Using the program is relatively straightforward. There are a couple of restrictions, however. When the names of the mother and father of a person are entered, the same names have to be entered on all the children's records in exactly the same way; if


*** Add Records ***
Last name entered-
Enter name (last, first):FLINTSTONE, FREDEROCK PIN#1
Sex:M Descendant:N Child number: 1
Date born:10 MAR 8890 Town:Bedrock
County: State/Country:USA
Christened: Place christened:
Date married: Place married:Bedrock
Died: Place died:
Buried: Place buried:
Baptized: Endowed:
Sealed to parents: Temple where sealed to parents:
Spouse:FLINTSTONE, WILMA
Sealed to spouse: Temple where sealed to spouse:
Father (Last, First):FLINTSTONE, RODERICK
Mother (Last, First):FLINTSTONE, NICKEL
Other spouses:None
Other inf.:Well-known ten-pin bowler
^S=Save/Continue ^C=Save & copy ^Q=Abort/Quit

***Generation Gap* is a reasonably comprehensive genealogy program that is quite complex to use but gives good results**

there's an extra space or character then the program will treat the parents as two different sets of people. A bit more intuition on the part of the program would have been appreciated here.

Editing data is easy. Pressing Control C will copy the data that is likely to be reused from one record to the next, so it doesn't all have to be re-entered.

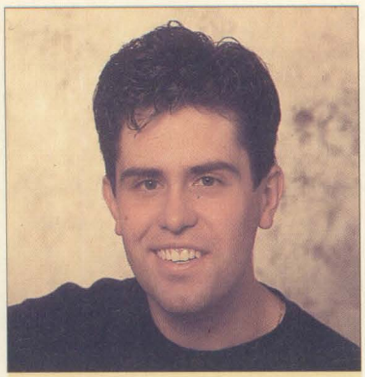
As mentioned earlier, *Generation Gap* can handle all variations of family members, including in-laws. The program does this by creating a family group through linked ID numbers; for example, you have to enter the ID numbers of the mother and father and the program will then go to all their children's records and place the parent's ID numbers in their correct places in those records.

Compared to *It's All Relative*, *Generation Gap* is more complex but this doesn't make the program any more difficult to use and is worth a look if you've got an ST and want to grow a family tree.

ST 74%

In conclusion

To create a clear and comprehensive family tree, genealogy programs are essential. Not only do they make it easier to keep track of data than if you use pen and paper, but they make the storage of the information more manageable. If you're interested in genealogy, public domain software is your only choice because there aren't any commonly-available commercial genealogical programs.



Home & Education

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Whether your interests are in the stars or more down to earth, the public domain has something for you. And where better to look for those programs you wouldn't find anywhere else than here? Dave Golder puts them through their paces...

Compared to previous issues, this month's section is filled more with programs that deal with specific subjects rather than general educational programs. This is no bad thing – where else would you find out about a programs that track satellites, or improve your chances of winning on the horses?

One of the highlights this month is *Spanish Language Tutor* for the PC, a program that takes an interesting approach to teaching a foreign language and, it seems, one that appears to work. Read about how you can become multi-lingual on this very page.

There is a noticeable absence this month of decent ST educational programs, something we'd been taking for granted over the last few issues. This may be a sign of the traditional summer downturn in software, but hopefully the situation will improve in the next couple of months.

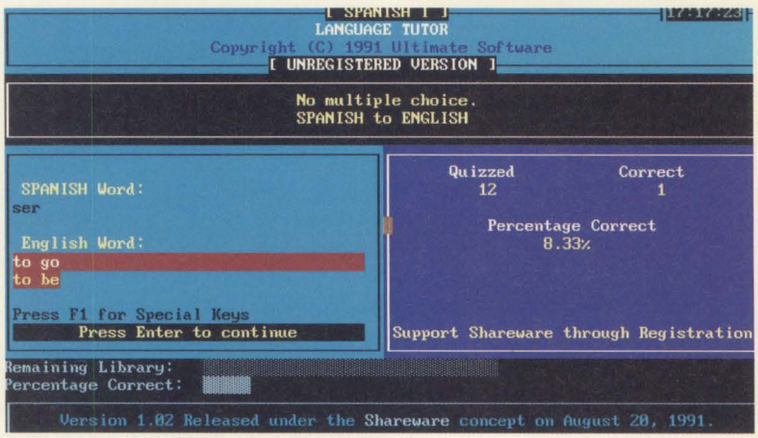
For a change, Amiga owners aren't too sparsely catered for this month, with a couple of programs that can be construed to have educational value. One of these is from Amiga licenceware stalwart Déjà Vu which has put out *Concert Box*, a sequel to its earlier *Music Box* program. It's good to see continued support in this field for the Amiga; too many programmers and, for that matter libraries, are ignoring the educational capabilities offered by Commodore's machine. There's more about Déjà Vu in our Public Eye feature on page 65.

Spanish Language Tutor

Just think – if you had this program back in the beginning of May you'd have been able to understand Spain's entry in the Eurovision Song Contest. But it does have its good points, too.

Spanish Language Tutor tests you on different aspects of the Spanish language. Most components of the language are covered, including nouns, verbs, phrases, conjugated verbs as well as miscellaneous words. It requires you to translate words from English to Spanish or from Spanish to English and you have a choice of answering questions in either single or multiple-choice format.

The multiple-choice questions are the easiest to answer as often the Spanish and English words resemble each other. With the non-multiple-choice questions the user has to translate a given word, typing the answer in on the keyboard.



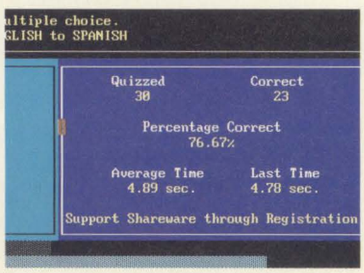
For those of you who've got a grasp of the language you can try translating from Spanish to English

This shareware version of the program comes with three sets of questions which you load separately. When you register you are able to create your own libraries as well, but as the questions currently stand you have a total range of over 300 nouns, 100 verbs, 150 miscellaneous words and 100 conjugated verbs.

The types of words you're asked about are largely ones used in everyday language. The program doesn't teach such things as pronunciation, but it does help you to learn the words and in doing so you should get some idea of how they're pronounced.

Registration costs $20 (about £12) which represents good value for money. It entitles you to a version of the program that doesn't have messages reminding you to register but does have a database function for recording quiz results. You'll also receive unlimited free technical support, the facility to create your own language libraries and notice of future upgrades.

If you want to learn the Spanish language then the *Spanish Language Tutor* is well worth a look. While it can't be treated as a comprehensive lesson in the language, it is useful for learning a decent selection of vocabulary.



After a while you can soon score well, even if you didn't know any Spanish beforehand...

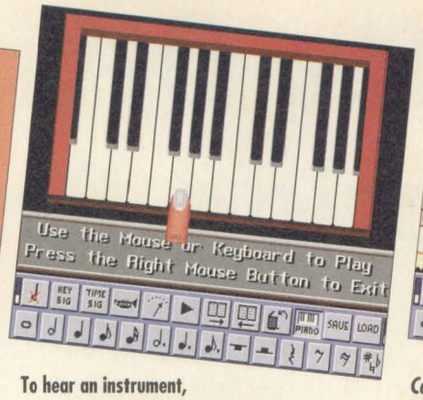
IN BRIEF

Type	Shareware
Author	Ultimate Software
Requirements	512K • CGA
Registration fee	$20 (£12)
Available from	JD Soft, 137 Stockport Road West, Bredbury, Stockport ☎ 061-430 5208

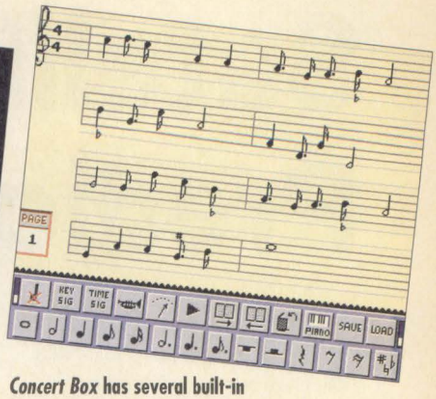
PC 78%

Learn as you play – the music theory tutor on which you can write your own hot 'n' happening tunes (well, sort of). But does it hit the right note...?

Concert Box gives you a choice of ten different instruments to play



To hear an instrument, you can play on the program's piano keyboard



Concert Box has several built-in pages that teach you about musical theory

Concert Box

Back in issue four there was a review in this section that began: "If music be the food of love then *Music Box* is an hors d'oeuvre that could leave musically-minded youngsters a bit hungry." In which case, *Concert Box*, the sequel to *Music Box*, is the main course.

Both programs not only teach you about music notation but let you compose your own tunes as well. *Music Box* is for people who need to learn from scratch, while this program is for more advanced musicians.

Concert Box continues where *Music Box* left off, covering both sharp and flat notes. It explains what they are as well as letting you use them in your tunes. There are several pieces of ready-composed music on the disk as well as a details of how you would go about converting sheet music so that you can enter it into the program.

Concert Box looks similar to *Music Box* on-screen. The bottom quarter of the display is taken up by the notes and controls used by the program. The remainder of the screen contains the musical staves.

You use the mouse to select notes and place them on the staves. You can then play the tune back using up to four instruments (one for each of the Amiga's sound channels) from a choice of ten. These range from drums to a saxophone to a blow pipe.

There is a limit of eight pages of music, each containing eight bars. This should be enough for a simple tune, though if you want to play the entire William Tell Overture you're out of luck. Unfortunately, it's impossible to cut and paste notes from one page to another.

Concert Box is similar to *Music Box* in the way it works although some of the faults of the earlier program have also been retained in the new one. Once you place a note on the stave you still can't move it; it has to be deleted and then the new note put in its place.

If you want to get used to the layout of keys on a piano you can play around with the program's built-in keyboard. This lets you play notes using the mouse or from a computer keyboard. The only thing is, it doesn't tell you what the notes are when you play them – you have to be conversant with the layout of a traditional piano keyboard beforehand. Surely it would have been simple for the program to display on-screen the note that is being played?

When the program plays back music it is sometimes a bit sluggish. This only matters in terms of aesthetics, though, as *Concert Box* is meant as an educational tool and not a soundtracker program. Music can be speeded up by turning off the page flip switch, although when this happens you don't see all of the pages of the tune – just the first one.

Technically, *Concert Box* is not much of an improvement on *Music Box* but because the subject matter is more advanced it is still worth getting even if you've used *Music Box*.

IN BRIEF

Type	Licenceware
Author	Colin Naylar
Requirements	1Mb
Disk number	LPD90
Price	£3.50

Available from
Déjà Vu, 7 Hollinbrook, Beech Hill, Wigan, Lancs WN6 7SG
☎ 0942 495261

AMIGA 77%

Make a note of this...

The panel at the bottom of *Concert Box* might look like some weird version of Mahjong, but all those icons are actually the controls, notes and other bits of musical notation you need to use *Concert Box*. So, what do they all do, then?

DELETE A NOTE – you can't move notes in *Concert Box*; you have to delete and then replace them

STEP THROUGH THE KEY SIGNATURES – this enables you to adjust the octave of the music you're writing

STEP THROUGH THE TIME SIGNATURES – this enables you to adjust the number of beats in the musical piece

SELECT THE INSTRUMENTS – *Concert Box* gives you ten different instruments from which to choose

ADJUST TEMPO – change the speed (or tempo as musos would say) at which the music is being played

PLAY SONG – after you've placed your notes on the stave you can hear your tune by clicking on this icon

TURN THE PAGE FORWARD – go to the next page of music, much as you would with a word processor

TURN THE PAGE BACKWARDS – and believe it or not, you can also flick backwards through the pages

START AGAIN – clear everything that you're working on and start from scratch (but only if you're into rap)

PLAY KEYBOARD – calls up the piano keyboard so that you can listen to what the notes sound like

SAVE – save the musical piece that you're working on to disk, to hear or work on later

LOAD – load a musical piece from disk. When you get the program there are already several on the disk

THE WHOLE NOTE – places a whole note on the stave. Use the cursor to position it. It lasts for four beats

THE HALF NOTE – click on this icon to place a half note on the stave. This lasts for two beats

THE QUARTER NOTE – places a quarter note on the stave. This lasts for a single beat

THE EIGHTH NOTE – click here to place an eighth note on the stave. This lasts for half a beat

THE SIXTEENTH NOTE – this places a sixteenth note on the stave. It lasts for a quarter of a beat

DOTTED HALF NOTE – This places a dotted half note on the stave. This lasts for three beats

DOTTED QUARTER NOTE – places a dotted quarter note on the stave. This lasts for one-and-a-half beats

DOTTED EIGHTH NOTE – places a dotted eighth note on the stave. This lasts for three-quarters of a beat

WHOLE REST – place this on the stave to make the music 'rest' and not play anything for four beats

HALF REST – once placed on the stave this makes the music 'rest' and not play anything for two beats

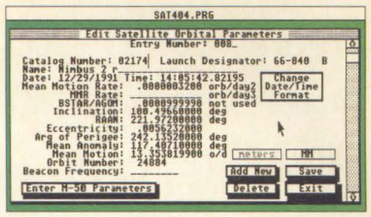
QUARTER REST – want to 'rest' the music for just one beat? Then this is the icon you need to click on

EIGHTH REST – this makes the music 'rest' and not play anything for half of a beat

SIXTEENTH REST – to stop the music for a mere quarter of a beat, just click on this icon

ADD ACCIDENTALS – tells the program to play a sharp or flat note in the key of C if required

Satellite Orbital Prediction Program

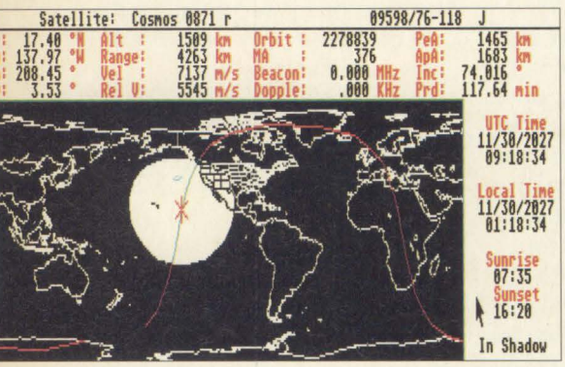


These are the complex mathematical details the program produces for the Nimbus 2r satellite

These days we depend on satellites for almost everything to do with electronic communications. Carrying telephone calls and television signals, accumulating scientific data and military spying are just some uses for these hunks of metal in space.

Satellite Orbital Prediction Program has been designed to keep track of these satellites and show where they are in orbit in relation to you. Why you'd want to do this we don't know, but if you're into such spaced-out concepts then the *Satellite Orbital Prediction Program* is for you.

To use the program you enter the current date and time, select the satellite you want to track – there are 160 from which to choose – and input your position on the globe. To do this you need to know your latitudinal and longitudinal position and your altitude. The program takes all this information and then displays a map of the world on-screen, plotting the position of the satellite you have selected in relation to your position. It's possible to select all 160 different satellites and the program keeps track of all of them, flicking between the views of the different satellites, though this does slow the computer down.



The *Satellite Orbital Prediction Program* displays the path it reckons satellites will follow according to the date and time

The main tracking screen is dominated by a map of the world, while the rest of it is filled with numerical data which gives details of the position of a satellite in terms of longitude and latitude, its altitude and range, its velocity and the current time.

Some of the information in this area is extremely technical and could only be of use to serious satellite spotters. The program predicts such things as: the declination of the satellite in relation to your position; the bearing or azimuth angle from your position to the satellite; the relative velocity between the satellite and the speed of the earth where you are positioned; and the distance between the satellite and your position.

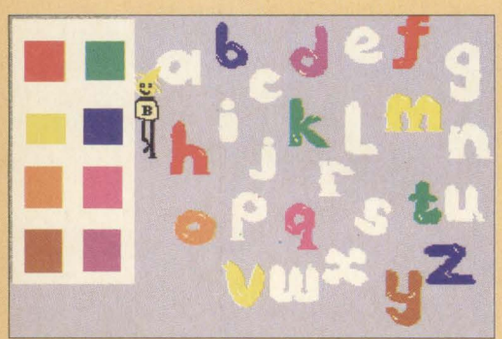
A program for the enthusiast and not the average computer user, the *Satellite Orbital Prediction Program* is good at what it does, well put together and simple to use – a program that's really out of this world.

IN BRIEF

Type	PD
Author	Bill Penner
Requirements	512K
Disk number	SAT 404
Available from	Goodman's PDL, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

ST 70%

Colour the Alphabet



Pick a colour and paint it on to one of the letters. *Colour the Alphabet* teaches the alphabet and colour recognition

Learning about colours, letters of the alphabet and basic sums is what *Colour the Alphabet* is all about. The thing is, the program doesn't tackle these topics separately – they're all covered at once.

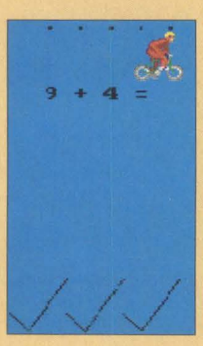
You have to paint the letters of the alphabet with different colours. The program makes use of the Amiga's built-in speech synthesiser which tells you which letter to colour in and with which colour to paint it. There are eight different colours and all 26 letters of the alphabet.

Once you've coloured in all the letters you go on to the next part of the program. This time it asks you how many letters have been coloured in with a particular colour. If the number you enter is higher or lower than the actual number the program tells you so, and you can have another go at getting it right.

While *Colouring the Alphabet* is a good idea, it doesn't quite come off. The main let-down is the quality of the speech which can be very indistinct at times – it asks you to fill in a letter and half the time it's impossible to tell if it said P, D or even T. When the program first loads you are given a choice of the two types of vocal styles that the program can use. Neither setting is especially clear, though, which is a shame. If the programmer used digitised sounds for the letters the program would take up more memory but it would be much more effective.

As well as *Colouring the Alphabet*, which is the main program, there is a smaller program called *Simple Sums* which, unsurprisingly, teaches simple addition and subtraction. Again, the program uses the Amiga's speech capabilities, this time to better effect; the numbers sound clearer. Also, the sums are printed on-screen as well as spoken which helps.

While *Colouring the Alphabet* looks colourful on-screen, *Simple Sums* is exactly the opposite. The only exciting graphic is when a bike comes across the screen to reveal the number of dots you have to count. When you get a sum right a tick is displayed at the bottom of the screen, and after five correct answers you're asked if you want to play again. If you get a sum wrong, you are told it's wrong and get another go at answering it.



OK, so *Simple Sums* lives up to its name when it comes to how it looks on-screen, but at least it has some educational value. Count the number of dots the cyclist reveals and you'll earn yourself a tick!

Together the programs are an interesting pair. *Alphabet* looks good but is fatally crippled by the terrible, muffled speech. *Simple Sums* is simple, and while it isn't as attractive, it's probably more successful at teaching than its sister program.

IN BRIEF

Type	PD
Author	Duncan Moran
Requirements	512K
Disk number	E012
Available from	NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA ☎ 0983 529594

AMIGA 57%

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We delve into the Castlevania saga on NES and SNES – read our reviews before you lash out!
Oi! Thicky gimp! I said funny costumes, er, Andy? You all right? Uh,
It's not my fault! This flippin' thing's got a life of it's own! I nearly had my eye out just now!
Super Hunchback! The Addams Family, Centipede, Q*Bert
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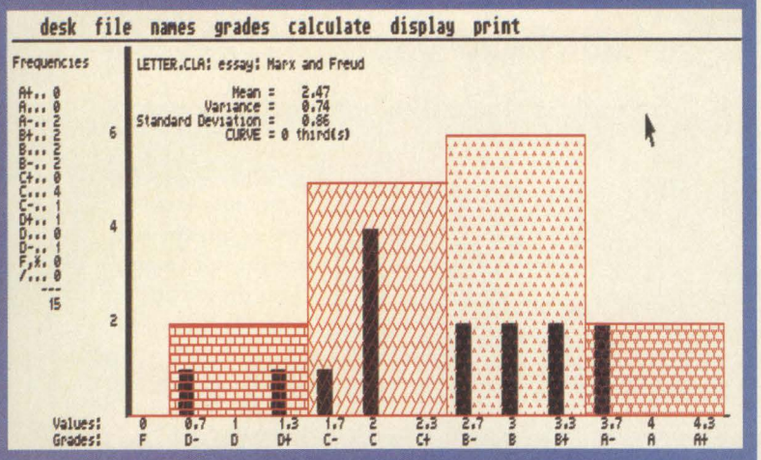
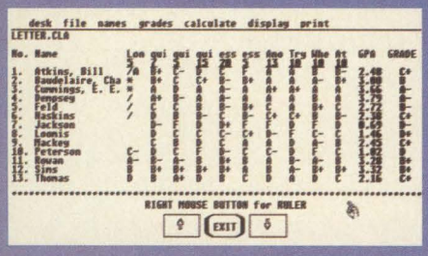

desk file names grades calculate display print
Frequencies
LETTER.CLA: essay: Marx and Freud
Mean = 2.47
Variance = 0.74
Standard Deviation = 0.86
CURVE = 0 third(s)
Values: 0 0.7 1 1.3 1.7 2 2.3 2.7 3 3.3 3.7 4 4.3
Grades: F D- D D+ C- C C+ B- B B+ A- A A+

Once grades have been entered, you can graphically see how many people have scored each grade

Class 3.1

Normally educational programs are meant to teach people about things, but this is an educational program in a different vein; it's supposed to be used in a classroom environment for keeping track of grades, not gaining them.

Class 3.1 lets you keep track of your students' grades throughout the course of a term. It works in much the same way as a database, with the names of each student listed alongside his or her grades for the period. These figures can be edited and copied, while statistics for the term can also be displayed.



***Class* can list the grades from several assessments alongside the name of the person who scored them**

Class is relatively easy to use as everything is accessed from pull-down menus. These menus are fairly self-explanatory in their function, which is handy as the program doesn't come with comprehensive documentation, and you can soon get to grips with the program after a bit of experimentation.

As well as recording the grades you can calculate grade averages, keeping track of students who aren't doing as well as the others. These figures are called Grade Point Averages by *Class*, a system used in the US but generally not elsewhere; however, it is another factor to consider when keeping track of a class's progress and could be handy.

Statistics can also be calculated. These are displayed in the form of bar graphs which indicate how many students have achieved what grades in various tests. This is useful for finding out the average grade in each test and the standard deviation between them, and can be used to determine which tests are causing the students most or least problems.

One nice touch is the use of the numeric keypad to enter grades. Instead of having to enter letters for grades, such as A+, which involves going from one part of the keyboard to another, you can use a series of shortcuts. So, for example, to enter the grade F you type in 0, while for D you have to type 1, and for A- you type 4. This means grades can be entered far more quickly than normal.

When you register the program you receive a disk with a 25-page guide to the program, the next upgrade, technical support and a couple of other programs. If you're a teacher with access to an ST, then *Class* is definitely worth giving a trial run.

IN BRIEF

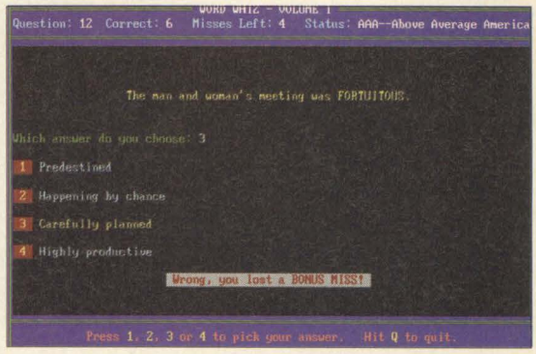
Type	Shareware
Author	Gary Wren
Requirements	512K
Disk number	1724
Registration fee	$15 (£8)

Available from
South West Software Library, PO Box 562, Wimborne, Dorset BH21 2YD

ST 67%

Word Whiz

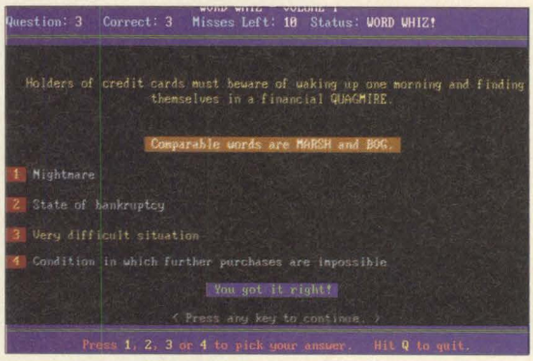
Some of you may recognise the name of the author of this program, Scott Miller. He's the brains behind Apogee Software which is well-known around the world for its quality PC games. We reviewed one of the company's educational products, *Word Rescue* in issue seven and came to the conclusion that while it was graphically impressive and quite exciting, it was lacking in educational content. *Word Whiz* is a lot less complex, but does this mean that more effort has been put into its educational elements?


Question: 12 Correct: 6 Misses Left: 4 Status: AAA--Above Average America
The man and woman's meeting was FORTUITOUS.
Which answer do you choose: 3
1 Predestined
2 Happening by chance
3 Carefully planned
4 Highly productive
Wrong, you lost a BONUS MISS!
Press 1, 2, 3 or 4 to pick your answer. Hit Q to quit.

Oops, I didn't select the correct meaning of 'fortuitous'. That's cost me one of my bonus misses and I've only got four left!

The game tests your vocabulary and, in the process, aims to expand it. It displays sentences on-screen which have a single word highlighted in capital letters, and you have to select what you think the meaning of the word is from a group of four that are printed below the sentence.

If you get a question wrong you lose one of your 'Bonus Misses', which are basically lives. You have ten of these at the beginning of the game and you earn an extra one with every tenth correctly-answered question.


Question: 3 Correct: 3 Misses Left: 10 Status: WORD WHIZ!
Holders of credit cards must beware of waking up one morning and finding themselves in a financial QUAGMIRE.
Comparable words are MARSH and BOG.
1 Nightmare
2 State of bankruptcy
3 Very difficult situation
4 Condition in which further purchases are impossible
You got it right!
< Press any key to continue. >
Press 1, 2, 3 or 4 to pick your answer. Hit Q to quit.

When you answer *Word Whiz*'s questions correctly, it sometimes displays words with a similar meaning so you learn even more

When you get a question right all that happens is that you move on to the next question. Frankly, this is dull and hardly acts as an incentive to make you carry on playing. Some short animation or a jolly, congratulatory message is what's needed.

The words that are highlighted are, in the main, not ones you'd use in normal conversation; in fact, many of them are about as common as straight answers in a political interview. You're hardly going to use paradigm, beleaguered or irreferagable everyday, are you? Still, this shouldn't stop you learning more about the English language, which is what the program is all about. Because of the difficult nature of the words, though, the program isn't really suitable for anyone who hasn't got a good vocabulary already – and we're talking about quite a high level here too.

This version of the program has 100 questions which you can try answering until you lose your 10 lives. When you register, for $4, you get a password that allows you to answer all of the questions automatically, which reduces the educational value of the program somewhat and seems downright stupid. You are also entitled to phone and written support.

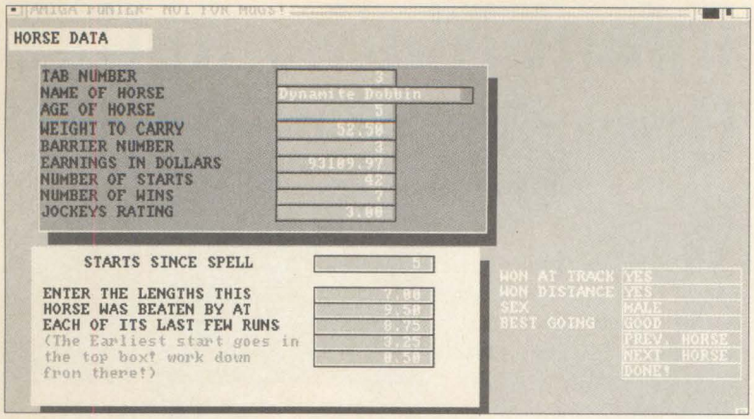
Word Whiz is only of use to people with a good grasp of English already, but if you want to expand your vocabulary further, and impress your friends at cocktail parties (as that's about the only chance you'll have to use most of these words) it's worth a (brief) look.

IN BRIEF

Type	Shareware
Author	Scott Miller
Requirements	CGA • 512K
Disk number	E062
Registration fee	$4

Available from
Wise Owl Shareware, 32 Charney Avenue, Abbingdon, Oxfordshire OX14 2NY ☎ 0235 529808

PC 63%



To make an effective race prediction, *Amiga Punter* requires a lot of information about the horses

Amiga Punter

Fancy a flutter at the races? The chance of a few extra quid? Ah, but it's not as easy as that, is it? The serious punter has to be careful to ensure money isn't just thrown away. You have to research the horses you're betting on and suss out the state of the track they're running on.

Once you've got this information, though, what do you do with it next? How do you combine all of it into a clear-cut winning formula? *Amiga Punter* may be the solution.

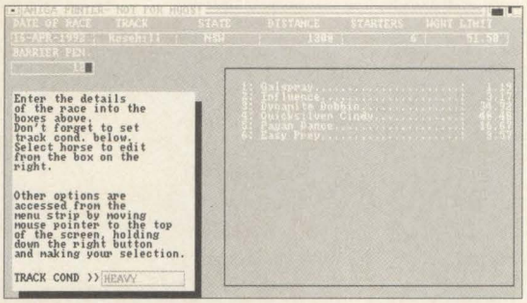
The program uses 11 different factors that can affect the performance of a horse in a race. So that it can make its predictions you have to enter details of the race itself, including its name, the type and state of track it's being run on and its length.

You also have to enter details about the each of the horses in a race, including its: name, age, weight, earnings, number of starts and wins, and results over the last six races.

Other more general factors are also taken into consideration and affect the ratings of all horses. Factors such as fitness are based on the number of starts the horse has had and the number of lengths it was behind the eventual winner. Some of the other factors include judgements on how consistent the horse is at winning races, the type of track it's best at running on, its sex and age. The ability of the jockey is also taken into account.

Once the details of the race and the horses starting in it have been entered, the program creates percentage ratings which help you calculate how much of a return you might make from betting on a particular horse. These prices are based on the same system used by bookies; for example, odds of 6/4 equates to a 40 per cent chance of winning. From here it's up to you to make your betting decision.

You're not going to look at this program if you're not interested in horse racing, but if you are you shouldn't be disappointed. *Amiga Punter* is a capable program, easy to use and, while the author doesn't guarantee winners (and nor do we!), there's always the chance of making a few pennies, which, considering the program's free, isn't a bad return at all.


DATE OF RACE
TRACK
STATE
DISTANCE
STARTERS
WGHT LIMIT
15-APR-1992
Keswhill
NSW
1300
6
51.50
BARRIER PEN
Enter the details of the race into the boxes above. Don't forget to set track cond. below. Select horse to edit from the box on the right.
Other options are accessed from the menu strip by moving mouse pointer to the top of the screen, holding down the right button and making your selection.
TRACK COND >> HEAVY

And here we have details of the race itself – its name, time and distance, the horses running in it and the state of the track

IN BRIEF

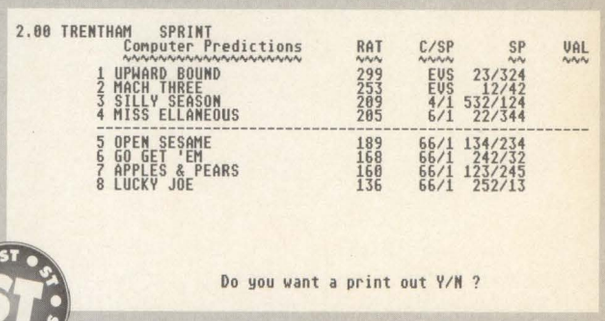
Type	PD
Author	Pierre A Du Parte
Requirements	512K
Disk number	1967

Available from:
17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH
☎ 0924 366982

AMIGA 71%

Form Finder

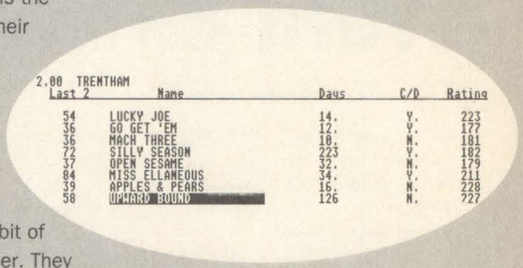
Like *Amiga Punter*, *Form Finder* has been designed to predict the outcome of horse races. *Form Finder* works in a similar way to the Amiga program in the sense that you input answers to the program's prompts. Interestingly, though, it uses different information to *Amiga Punter* which makes you wonder which is the best method of predicting horse races. Still, *Amiga Punter* was written in Australia so maybe that has something to do with it...


2.00 TRENTHAM SPRINT
Computer Predictions
RAT C/SP SP VAL
1 UPWARD BOUND 299 EVS 23/324
2 MACH THREE 253 EVS 12/42
3 SILLY SEASON 209 4/1 532/124
4 MISS ELLAMEOUS 205 6/1 22/344
5 OPEN SESAME 189 66/1 134/234
6 GO GET 'EM 168 66/1 242/32
7 APPLES & PEARS 160 66/1 123/245
8 LUCKY JOE 136 66/1 252/13
Do you want a print out Y/N ?

After you've entered the details about a race and the horses in it, *Form Finder* tells you which ones are worth betting on

The program works in several stages, each of which has to be completed before you get a result. The first part is to enter the details of the race itself, including the the name of the course, the time of the race and the number of horses in it.

Once you've entered the names of the horses in the race, which is the next stage, you have to give their details. These are quite comprehensive and require a bit of research on the part of the user. They include: the horse's last two results; the number of days since the horse last won a race; whether the horse has ever won over the current course or distance; and your own form ratings for each of the horses. This means you have to read the sports pages of the newspapers regularly to keep track of how the horses are doing – *Form Finder* isn't a program for the occasional gambler hoping to get rich quick.


2.00 TRENTHAM
Last 2 Name Days C/D Rating
54 LUCKY JOE 14. V. 223
36 GO GET 'EM 12. V. 177
36 MACH THREE 10. N. 181
72 SILLY SEASON 223 V. 182
37 OPEN SESAME 32. N. 179
84 MISS ELLAMEOUS 34. V. 211
39 APPLES & PEARS 16. N. 228
58 UPWARD BOUND 126 N. 727

Details of the horses, their results and how successful they've been recently are used by the program

Money enters the scheme of things next and here you enter the starting prices for each horse. By now *Form Finder* has worked out odds for the horses based on the information you have just entered.

From here you go back to the main menu where you can display the program's recommendation for a best bet. On the full version of the program you can save and load these different race details; however, on this version you aren't able to. This version is also cut-down in that it can only handle ten different horses. So, unless you like to bet on races with a small field of runners (the Grand National is definitely out) you'll have to do the decent thing and register your copy. The fee is £10 for which you'll also get complete instructions for the program, free help and advice on which races are best to analyse and future updates to the program.

In terms of presentation *Form Finder* isn't brilliant; it more or less does the job and that's about it. The program's text is all in black and white and there aren't any graphics at all. Still, while a bit more care in the presentation department would have made the program more aesthetically pleasing, the absence of them doesn't make the program any less effective.

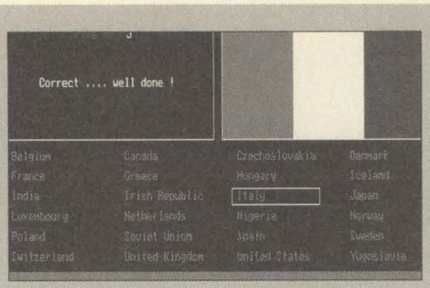
IN BRIEF

Type	Shareware
Author	Adam Squibb
Requirements	512K
Disk number	454
Registration fee	£10

Available from:
Merlin PD, 11 Grange Close, Minchinhampton, Stroud, Glos GL3 9DF
☎ 0453 882793

ST 65%

Flags



Flags congratulates you if you identify a flag correctly

Visit Barcelona this month and you'll see flags of all nations all over the city, celebrating the 1992 Olympic Games. Most of us will only know which flag is which nation's thanks to captions and commentators (they have to be good for something). But use *Flags* and impress your friends by being able to recognise some of the more obscure ones.

You are shown 20 flags in random order and have to identify them. The program displays a flag in the top right-hand corner of the screen and you use the mouse or keyboard to highlight the country the flag is for. There are a mixture of European countries and some outside Europe, such as Canada, included in the game – 24 in total. Because the flags are shown randomly the same ones can pop up in the same game – the Union Jack appeared three times in one game I played.

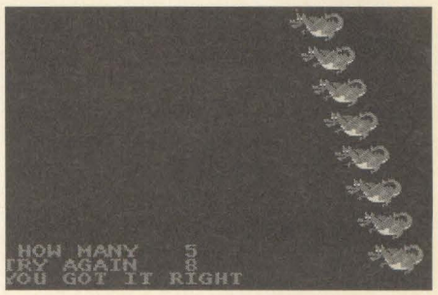
Flags is a colourful program and, while simplistic and not all that comprehensive, it's about as good as any flag-teaching program could be, apart from the fact that it's a bit out of date; it has flags for Yugoslavia and Soviet Union, although the other countries are still valid). Apart from that, and the fact that the program could be improved in the presentation stakes, *Flags* is in (flag)pole position.

IN BRIEF

Type **PD**
Author **Novella Software**
Requirements **EGA • 512K**
Available from
Southern Shareware, 21 Newberry Road, Weymouth, Dorset DT4 8LP ☎ 0305 766283

PC **54%**

Infant Mathematics One



Count the dragons correctly and you'll be a success

What do you get if you cross the *Teenage Mutant Ninja Turtles* with Mario and some green dragons? No, not *Super Michelangelo Meets the Green Dragons*, but *Infant Mathematics One*, a simple counting program.

Aimed at two to eight year-olds, the program displays animated creatures and asks you to count them. It covers numbers from one to ten and asks you how many creatures are on-screen.

But while the program looks OK, it lacks any sophistication in other areas. When the characters appear on-screen the Amiga asks you a question using its poor built-in speech synthesiser; not very clear or exciting for the kind of audience this is aimed at. When you get a question wrong the program isn't very understanding, just prompting you to Try Again. After three tries it just says 'Help Me Please' – it doesn't give you the correct answer or give you any encouragement.

The program's also pretty slow; it takes ages to load the characters for each question. I can imagine this lack of constant action will lead to young kids rapidly growing bored of the game.

Infant Mathematics One is a missed opportunity. It tries reasonably hard but ends up basically rather dull.

IN BRIEF

Type **PD**
Author **Unknown**
Requirements **512K**
Disk number **21**
Available from
Highland PD, 255 Drumossie Avenue, Inverness IV2 3SX ☎ 0463 242431

AMIGA **43%**

Word Extract 1.5b

```
Word Extractor Version 1.50b   DEMO VERSION

Word list path/filename      WE150b.DGY
*inimum word length          4
ma*imum word length          25
Task to perform              Extract Check Sndx Anagram Rev-Ex
Number of words to be used   1
*ines per page               0 10 20 30 40 50
*rinter output               Yes No
Disk output                  Yes No
*ormat of output             0 1 2
Output file path/filename    WE150b.OUT
```

Choose the part of *Word Extractor* you want to use from here

All you word puzzle freaks out there should find this program an indispensable ally (so long as they don't see it as cheating)– it's been designed to help solve a number of different types of word puzzles.

The conumdrums it copes with are:

- Word Extraction – where you have to extract words from a larger word
- Check – finds words where you only know a few of its letters. You enter the letters you know, and question marks in the place of the letters you don't, eg, P?BLI? (Do UC what I mean?)
- Soundex – hunts for words that sound the same, eg, Smith and Smyth
- Anagram – Discovers anagrams of words. You enter a word and the program hunts for anagrams of it. So, for example, it tells you that the word TAME has the anagrams MEAT, MATE and TEAM.

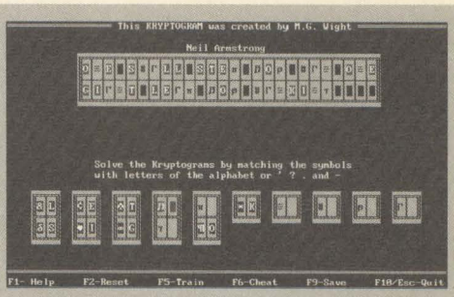
When you register the program for £10, you get the latest version of *Word Extractor* which has a Reverse Extraction function which discovers words that contain the word you type in. You'll also get a much expanded dictionary – 225,000 words instead of around 25,000.

IN BRIEF

Type **Shareware**
Registration fee **£10**
Author **Paul Hargreaves**
Requirements **512K**
Available from
Goodman's PDL, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

ST **68%**

Krypto



Gradually Neil Armstrong's famous phrase is revealed in *Krypto*. Things get easier as you decipher more characters

This is an odd little program, for sure – a dictionary of quotations that you have to decipher before you can read.

Krypto displays a famous or not-so-famous phrase on-screen, but the thing is, it's not written in English but as a series of symbols. It's your job to assign letters to these symbols and reveal the phrase. You do this by selecting a symbol and typing in a letter; all occurrences of that symbol in the phrase are then replaced by that letter. The program doesn't tell you if you are right or not, so a lot of trial and error is necessary (unless you use the cheat mode which will fill in correct letters for you).

The quotations include well-known ones by such luminaries as Orson Welles, plus more obscure ones by people like GA Studdert-Kennedy, so some phrases easier to reveal than others. It also means that some have less educational value, as not everyone would want or need to know what GA Studdert Kennedy said, while Neil Armstrong's, "One small step for man..." is a bit more relevant.

Hieroglyphics can be fun!

IN BRIEF

Type **Shareware**
Author **Intelligent Educational Software**
Requirements **512K • CGA**
Disk number **E062**
Registration fee **$15 (£8)**
Available from
Wiseowl Shareware, 32 Charney Avenue, Abbingdon, Oxfordshire OX14 2NY ☎ 0235 529808

PC **62%**

The best of the rest • The best of the rest • The best of the rest

Knowledge is a wonderful thing, it's just learning it that's a pain. That's where PD and shareware can help. As well as the best educational games you're likely to find there are also tons of specialist interest programs. These are the ones that made the A-grade in our first eight issues...

PC

❶ Compu-Chef — Issue 3 — 92%

PDSL, Winscombe House, Beacon Road, Crowborough, Sussex ☎ 0892 663298

If you're seriously into cooking then you seriously need this program. Packed with recipes, *Compu-Chef* is easy to use and very well-presented.

❷ Three-Ball Juggler — Issue 8 — 90%

Testware, 46 The Avenue, Harrogate North Yorkshire ☎ 0423 886415

A colourful and well-designed juggling tutor that takes you throught the stages in a logical fashion. Includes a game that should help your understanding of the techniques.

❸ Wunderbook — Issue 2 — 88%

Softcell Services, 25 Maywood, Drunna Pontydun CF7 9PT ☎ 0443 238630

The fun way for young kids to learn the foreign names for familiar everyday objects. Colourful and simple to use, it covers French, German and Spanish.

❹ Funny Face — Issue 2 — 87%

Softcell Services, 25 Maywood, Drunna Pontydun CF7 9PT ☎ 0443 238630

A bit like a police photofit, *Funny Face* is a great fun program for kids all about creating fizogs from a wide selection of facial features.

❻ Meal Master — Issue 6 — 80%

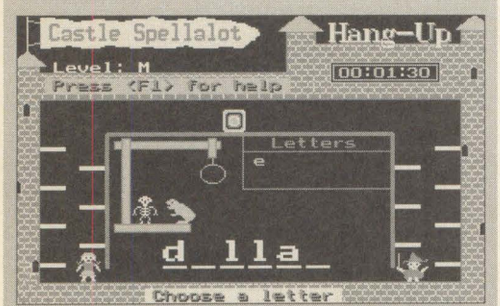
SMS Shareware, 19 Corshalton Road, Camberley, Surrey GU15 4AQ

Not as good-looking as *Compu-Chef* (see above), but offers the same facilities, and there are also loads of *Meal Master*-compatible menus floating around on BBSs.

❺ Henrietta's Book of Spells — Issue 2 — 80%

Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

A cut-down PD version of the commercial Scetlander game for kids, this is still excellent. Six highly entertaining educational games.



There's loads of spelling of both varieties in *Henrietta's Book*

❼ Trees II — Issue 6 — 80%

3 Valley Court Offices, Lower Road, Croydon, Nr Royston ☎ 0767 23302

If you want to keep track of your family history, then this is one of the less painful, and most comprehensive programs for maintaining all that data.

❽ Funnels and Buckets — Issue 2 — 79%

Academy Software, PO Box 65, Herne Bay, Kent CT6 8YZ ☎ 0227 360808

This maths game may look a little primitive but it is very addictive, fast-paced and bound to sharpen up your mental arithmetic. A triumph of substance over style.

❾ Monkey Business — Issue 4 — 77%

Testware, 46 The Avenue, Harrogate, North Yorkshire ☎ 0423 886415

An interactive storybook which features a pair of terrible twins on a trip to the zoo. It may be in mono, but the text, written by an established children's author is great.

❿ Learn To Sign — Issue 5 — 76%

Softcell, 25 Maywood, Drunna, Pontydun CF7 ☎ 0443 238630

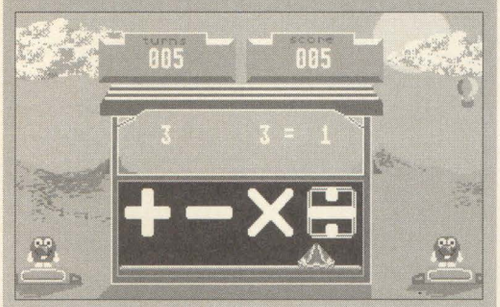
If you are learning sign language, then this program is a useful teaching tool which means you don't have to find a partner with whom to practice.

ST

❶ Early Learning Maths — Issue 7 — 94%

Riverdene PDL, 30a School Road, Tilehurst, Reading ☎ 0734 452416

A compilation of 12 excellent maths games for kids from four to seven. Great graphics, great playability. Individually each game would score highly; together they make for a piece of educational software that no ST owner with young kids should be without.



Cute blob Dizzy Lizzy stars in all 12 *Early Learning Maths* games

❷ About the House — Issue 3 — 90%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

Control a butterfly as it flies through a house causing magical things to happen. A genuinely charming game for very young kids.

❸ Dot To Dot — Issue 2 — 90%

Merlin, 11 Grange Close, Minchinhampton, Glos GL3 9DF ☎ 0453 882793

Join-the-dots successfully transferred to computer. The dots in this case can be lettered or numbered for extra educational value and the results can be coloured in.

❹ Moonletters — Issue 1 — 90%

Goodman's PDL, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

A spelling program disguised as an alien shoot-'em-up. Excellent graphics and sound.

❺ KidStory — Issue 1 — 90%

Risetime, 19 Quarry Hill Road Tonbridge, Kent

Based on the story of *Little Red Riding Hood* this program enables kids to choose props that will appear in the tale, often with hilarious results.

❻ Colourspace — Issue 1 — 88%

Llamasoft, 49 Mount Pleasant, Tadley, Hants ☎ 0734 814478

This creates coloured patterns in response to you moving your mouse. It may sound dull, but turn the lights down, the music up and it's great fun.

❼ The Undersoft Collection — Issue 7 — 85%

Riverdene PDL, 30a School Road, Tilehurst, Reading ☎ 0734 452416

Strewth, those Aussies know how to put together a decent educational compilation. Maths and spelling for primary school kids presented with fun and style (and loads of insects).

❽ Splash — Issue 5 — 85%

Microchoice, 30 Townhead, Kirkintilloch G66 1NL ☎ 041-777 6300

An art package aimed at the very young which is so packed with easy-to-use features – mirror brushes, colour cycling, flood fill – the kids'll have to drag their parents away.

❾ KidShapes — Issue 1 — 85%

Risetime, 19 Quarry Hill Road, Tonbridge, Kent

An art program for young kids this comprises a grid and a number of various coloured shapes that you can plonk on to it. Simple but well-realised.

❿ Betty and Bubby — Issue 5 — 83%

Riverdene, 30a School Road, Tilehurst, Reading, Berkshire ☎ 0734 452416

Betty and Bubby are bookworms whose aim in life is to help youngsters learn about numbers and maths. Three exceptionally well-presented games.

Amiga

❶ Storyland 2 — Issue 3 — 89%

Amiganuts United,169 Dale Valley Road, Hollybrook, Southampton SO1 6QX

An anti-vivisectionist kids' adventure, but don't think it's going to be heavy going. In fact, it's brilliant fun, and constantly coming up with surprises to make you go, "aahh".

❷ Big Top Fun — Issue 5 — 85%

Vally PD, PO Box 15, Peterlee, Co Durham SR8 1NZ ☎ 091 587 1195

Learning about words has never been so much fun. Four superb games all based on a circus theme. Excellent graphics, great sound and lots of fun.

❸ Play It Safe — Issue 1 — 84%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

There are hidden dangers lurking around the house, and this game teaches kids to be be on the look out. Great graphics, lots of variety, hours of fun.

❹ Coromandel Voyage — Issue 4 — 83%

GTS, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts ☎ 0707 664654

Based on authentic historical records this program charts the voyage of the ship Coromandel taking settlers from Portsmouth to Sydney. Colourful and informative.

❺ Dizzy Funtime — Issue 2 — 82%

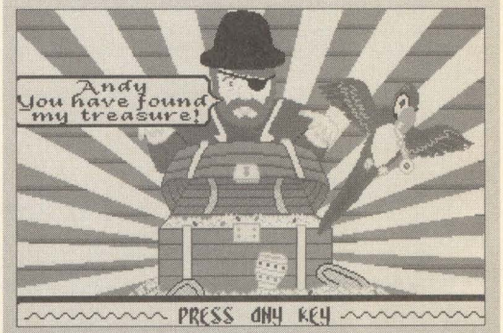
ESP, 32a Southchurch Road, Southend, Essex SS1 2ND

Eight excellent educational games for primary school kids all featuring a cute little blue ball character called Dizzy. The graphics and sound are extremely good.

❻ Lost Treasure — Issue 4 — 82%

Crazy Joe's, 145 Effingham Street, Rotherham, South Yorkshire S65 1BL ☎ 0709 829286

Map reading can be fun as this colourful treasure searching game proves.



Learn about map references by looking for *Lost Treasure*

❼ Total Concepts Geology — Issue 8 — 80%

Vally PD, PO Box 15, Peterlee, Co Durham SR8 1NZ ☎ 091 587 1195

Geology to a GCSE level presented in a very attractively-designed electronic book with loads of diagrams. It won't guarantee a pass, but it'll make trying more fun.

❽ Words — Issue 4 — 80%

GTS, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts ☎ 0707 664654

A handy, two-disk compilation of programs all with a lexigraphical theme. Everything from a crossword creator to a word finding utility.

❾ Golf Score Analyser 1.82 — Issue 6 — 79%

NBS, 1 Chain Lane, Newport, Isle of Wight ☎ 0983 529594

Not only can you keep track of your golf scores with this program, you can also work out average scores and print graphs showing the improvement in your performance.

❿ Word Factory — Issue 1 — 78%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

A spelling game for very young children that is set in a factory. A wide selection of words, brilliant graphics and simple to understand gameplay.

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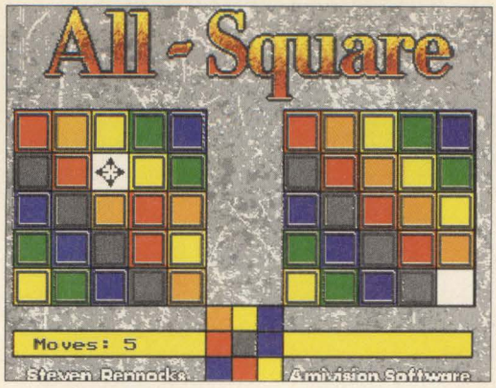
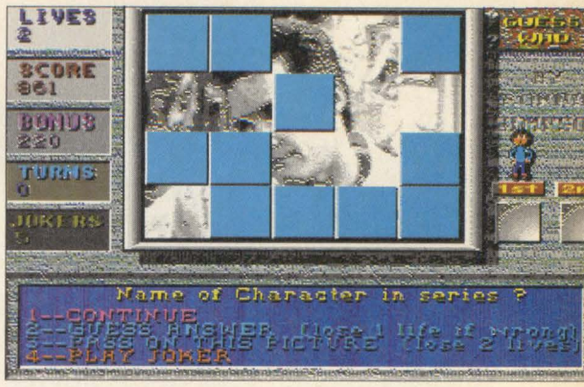
There's no money to be made in PD. That may be true, but there is money in licenceware, according to Sandra Sharkey, boss of the successful Déjà Vu library. Adam Waring asks if he can borrow a tenner...



Not all games are frantically-paced shoot-'em-ups. Many of Déjà Vu's most popular titles are of the puzzle variety



Guess Who? tests your celebrity trivia knowledge with very some professional-looking digitised screenshots

A nice little earner?

PUBLIC EYE

The heyday of computing, when a programmer could sit in their bedroom, churn out a piece of code, bung it to a software house, and see it on the shelves of WH Smith's, are over. The games software industry is highly commercialised, and largely it's not so much the quality of a product that makes sales, but the name behind the latest licence. Films, arcade games and cartoon characters are the name of the game nowadays rather than original product. Software houses want products turned around quickly, with large teams of professional programmers working on the latest, expensive, licences. Where does that leave the enthusiastic home programmer?

The public domain is one place a programmer can air their talents, but, let's face it, it's not going to make them rich. There's shareware, but that relies on people paying for the program *after* they've got it in their hands – and it's all too easy to 'forget' to pay the registration fee. Then there's licenceware. A halfway house between commercial software and PD – its aim is to make money, but it's sold alongside PD at near-PD prices.

Déjà Vu is probably the Amiga's best-known licenceware producer. And though it's unlikely that a programmer could make a living solely writing for Déjà Vu, it can be a lucrative enough sideline...

PD: How did Déjà Vu come about?

SS: Basically, the idea was to try and earn some money for programmers. PD is fine. Shareware, as we know, isn't too successful, and this way people pay a small shareware fee, if you like, up front. If they're happy with the program they've got a bargain; if not, they've not spent too much.

The name – well every piece of software is based on another piece of software. They all go back to *Pong*, don't they? And that's why I thought, "We've seen it all before – Déjà Vu."

What is Déjà Vu's philosophy?

To provide good quality software at a reasonable price and to make it as widely available as possible – unlike a lot of licenceware which is licensed exclusively to one library and not available anywhere else. I've always tried to make it available, by using various schemes, from the libraries or other outlets.

Does licenceware have a place in public domain?

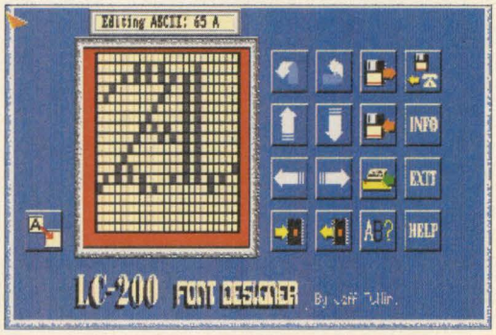
It can't fit in anywhere else. It doesn't fit in with commercial software because it's not packaged, it doesn't have manuals. One or two titles have a little bit of printed documentation, but apart from that licenceware doesn't fit in. It is copyrighted material, sometimes of commercial quality, but it's very hard now to get programs published with big software houses and I think it fills a gap.

Plus, we also try to concentrate on educational software which is very expensive when you look at the commercial stuff. You might use a program for a week or two and then lose interest. If you've paid £4 or thereabouts you don't mind quite so much but if you've paid £25 you do. So it's just to try to provide software at a reasonable price.

Do you think shareware works?

No! I've tried it myself. I did the demo adventure for the *Graphic Adventure Creator* on the ST and I put the source code out through Goodman Enterprises on PD with a little note saying, "If you find this of use, send the programmer a pound and buy her a drink."

I never got one. I got letters saying how useful it was, but nobody could be bothered to buy me a drink.



Serious programs go alongside educational and games software. This specialist program designs fonts for the LC-200 printer

When you register a shareware program, usually there's some kind of enticement. With licenceware you don't get that. Is this a problem at all?

Well, no, because they're getting the complete product anyway. Shareware fees vary from £5 to astronomical figures. With licenceware you're paying about £4 and that's it – there's no more to pay. A lot of the programmers do offer support in return for an SAE. Some of the programmers will be offering upgrades themselves for about a pound which again is keeping the price down and helping the end user.

Can programmers make a living through Déjà Vu?

Well, after I've paid out this last quarter's money, I will have paid out over £15,000 in royalties. Some

cont. on p66

The licenceware theory according to Déjà Vu

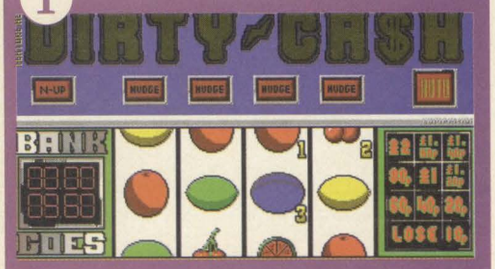
All disks sold by Déjà Vu are pre-duplicated and sold on to the other libraries. Originally, a labelling system was used – where libraries bought labels in bulk from Déjà Vu and duplicated the disks themselves – but this caused problems as libraries were required to submit figures for how many copies of each Déjà Vu title had been sold.

Some libraries have become notorious for being slow to get the figures back and so have delayed the proper distribution of royalties to programmers. The new pre-duplication method, introduced on the 1st July, should iron out these problems as the libraries have to order directly the titles they wish to stock.

cont. from p65

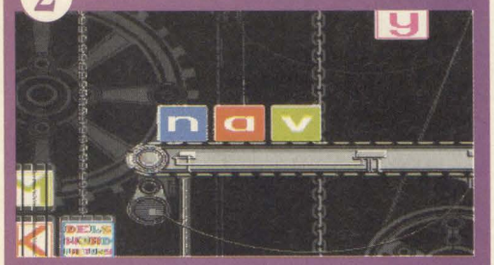
Deja Vu's top ten sellers

1 DIRTY CASH



At the number one spot is this fruit machine simulator. You can't actually win any money, but there's fun to be had

2 WORD FACTORY



You're shown a word, you have a few seconds to study it, and then you have to spell it for yourself. Eeek!

3 WORK & PLAY

A combination of Snakes and Ladders and simple maths sums up this colourful educational program in the range

4 COLOURING BOOK

It may be simplistic, but the kids love it! It's like painting-by-numbers but without the mess all over the tablecloth

5 DOGFIGHT II

Several players can take part in this game of ariel dogfighting. It may look simplistic but it's jolly good fun

Sandra Sharkey: a potted history from

Sandra Sharkey is the woman behind the Déjà Vu licenceware library. A mother of six and a housewife, she started in computing back in the early 80s with the advent of the Spectrum: "I bought a computer for the kids. There was a game with it called *Waxworks* which was an adventure. The kids could beat me at all the arcade ones but I took a shine to the adventures. Then, when the *Graphic Adventure Creator* came out I wrote an adventure game which sold quite well and received good reviews in the magazines of the time."

As well as designing computer games, Sandra also wrote many articles in the computer press and in 1986 even started up a successful fanzine *Adventure Probe*, which is still going strong today.

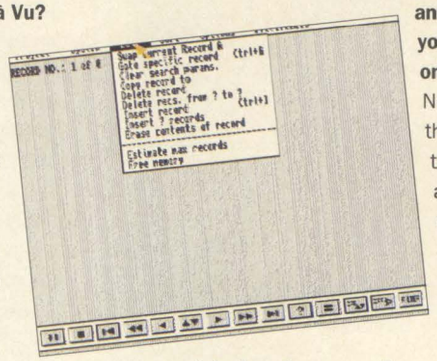
Then Sandra started up a PD library. Before long Europress software, producers of the *STOS* programming language for the ST, asked her if she'd like to run the

programmers obviously earn more than others – some have got more programs than others.

Each programmer is given the money their program has earned, which is very fiddly because I've got to keep the figures. One programmer is actually beginning to reach the point where it's becoming a very usable amount every quarter.

How do prospective programmers get their programs released through Déjà Vu?

They send them in for evaluation. Many programmers think that the decision is theirs... it isn't. Each program is evaluated on its own merit. If it's not quite at the standard but could be made that way, advice will be given, suggestions. Many of our programmers are willing to offer help and advice to other programmers so it's building into quite a little family. Everyone will help and if, say, a program comes in that's excellent, but the graphics are abysmal, I can put the programmer in touch with a graphic artist and then they'll go 50/50 on the royalties. So even if you can't draw but you can program you can write software. There are a few Déjà Vu programs that are joint efforts.



A database that we can all use. *Powerbase* makes storing your records a doddle

What kind of standards do you expect programs to achieve before you put them out as a Déjà Vu disk?

Very high – close to commercial. Particularly with the educational stuff. Educational software full of spelling errors will not do. I've had somebody send me a quiz game and it was absolutely full of spelling errors, grammatical errors, the lot! So I sent it back, and said, when you correct all your mistakes then we can put it out as educational. But it never came back. I've got to be careful – the standard must be maintained.

You currently have quite a mix of serious, games and educational software. Do you plan to concentrate on any one area in particular?

No, if a program is good then I think the programmer deserves to earn from it. So I will look at anything. If it's something I'm not familiar with, like *Videolab* – when that came in I'd never done video titling so I couldn't assess it – I do have people I can call on and say, "Will you have a look at this for me?" I have to rely on other people's know-how. But most games and educational software – that's my forte, along with word processors, databases and things like that. Frantic shoot-'em-ups – well, I'm hopeless with a joystick but that's where the kids come in.

Budgie is the most prolific ST licenceware group and it's very much a club first and a money-making operation second. How does Déjà Vu differ?

Déjà Vu is more of a mini software house. It's got to

Licence to a killing – sure it's cheap, but is it PD?

Should licenceware be ranked alongside public domain and shareware software? It's an argument that we at *Public Domain* have considered carefully.

Licenceware is not generally freely distributable. That is, once you have bought your disk from a library, you are not at liberty to pass on copies of the program. If a friend wants a copy, then they are required to buy it from a licensed library. (There are exceptions to this, especially Budgie on the ST which only expect libraries who *sell* the disks to be responsible for paying the licenceware fee.) Some licenceware is so restricted that it is only available from a single library.

Licenceware started out being sold by the libraries because of its low price – not much more that the average PD disk. But it has much in common with commercial software in the way that it is marketed.

***Public Domain* takes the view that licenceware is part of the public domain scene, because it's available from the same sources that supply PD and shareware software. However, we've noticed prices beginning to creep up recently. We have therefore taken the decision that we will review licenceware on the condition that it costs less than £5. Otherwise, we feel the programs are getting into commercial territory.**

adventures in Spectrum land to head of Déjà Vu

official STOS PD library, which she did. When *AMOS*, the Amiga version of the program came out, she started running the 'official' library for that too.

She started AMOS Licenceware to reward the authors of the more exceptional programs. It later transformed into Déjà Vu – the change of name reflecting that the range was no longer exclusively featured programs written in *AMOS*.

She has tried various methods to ensure that authors receive their share of the money made from licenceware sales: "When the system first started it was based on trust, which didn't work. So I then came up with the labelling system which nobody liked, and there were problems with not getting the figures in on time. So then I thought, if I do the stuff, pre-duplicate it, sell it at a trade price – that way I've got the figures immediately, no hassle, no waiting for figures, or whatever."

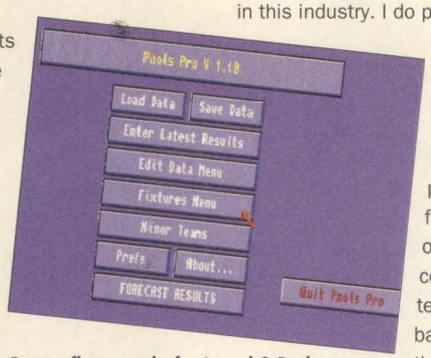
Because of the amount of time taken up running Déjà Vu, Sandra no longer runs the AMOS PD library. It's now being run by Ann Tucker, who can be contacted at AMOS PDL, 1 Penmynydd Road, Penlan, Swansea SA5 7EH ☎ 0792 588156.

be run in a business-like way. For me it's my living, and it's just progressed that way, so it does have to earn money for me as well.

As of the first of July, the software has been made available to anyone who wants to distribute it at a trade price which means that all the distributor has to do is put it in an envelope if they're to earn their share. They don't have to duplicate it, they don't have to keep figures any more, which is where all the complaints were coming in; they don't have to stick the labels on.

We will be doing some demo disks for shops to put up to promote Déjà Vu. The existing distributors will continue as they were in the past. The ones who've dropped out will probably fade out slowly but I think Déjà Vu will become more widely available. A lot of it is actually sold by word of mouth, by recommendation, and that's mainly to do with the educational software; parents recommend them to other parents. But we've also got to educate *them*: "Please don't give a copy to your friend. At this price, ask them to buy one." The more the programs are supported, the more software will come in.

You've got PD, you've got shareware and licenceware, but licenceware doesn't fit in anywhere. It isn't PD but because of the price it sells alongside PD and PD libraries are interested in selling it. And everybody likes to see the programmer making a few quid. It encourages them to produce more.



Fancy a flutter on the footie pools? *Pools Pro* can help show you where to put those Xs

As a licenceware operation, Déjà Vu could be seen as near commercial organisation. Do you have any plans to become a 'proper' commercial enterprise?
I don't plan to become properly commercial. I need to work from home. I'm a working mum which is unusual in this industry. I do plan to produce some packaged software at a later date but that will be true commercial software. It won't be licenceware and hopefully will be able to earn more for the programmer than they would get from licenceware. I've had a lot of enquiries from, usually, small computer-orientated shops; they tend to run a little PD library in the back room and people are asking them for Déjà Vu. If people are buying a couple of PD disks and they fancy a Déjà Vu disk it makes sense that they can buy it from the same place. They're not paying double postage and packing.

What plans do you have for the future?
There's some educational software being written at the moment if the programmer has time because he's doing commercial stuff as well. I do hope to go on to the PC later on. I get a lot of enquiries from PC owners. They cannot find anything like the Déjà Vu on PC and I think it will be nice to fill that gap. PD

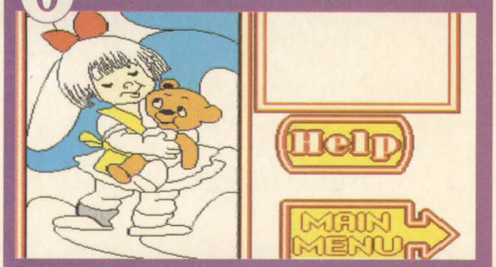
OK, I'm convinced! So where do I get the stuff?

Déjà Vu's products are available either directly from Déjà Vu itself, or from a number of licensed distributors. The disks cost £3.99 and you can get them from the following companies:

- **16/32 PD**, 35 Norincote, Strood, Kent ME2 2PM ☎ 0634 710788
- **Anglia PD**, 115 Ranelagh, Felixstowe, Suffolk IP11 7HU ☎ 0394 283494
- **Crazy Joe's PD**, 145 Effingham Street, Rotherham, South Yorkshire S65 1BL ☎ 0709 829286
- **Déjà Vu**, 7 Hollinbrook, Beech Hill, Wigan, Lancs WN6 7SG ☎ 0942 495261
- **Digitz**, PO Box 144, Mexborough, South Yorkshire S64 9SL ☎ 0709 571748
- **Goldstar Computers (EC) Ltd**, PO Box 2, Tuldesley, Manchester M29 7BN ☎ 0942 895320
- **Orbital PD**, 5 Green Lane, South Chaley, Nr Lewis, Sussex BN8 4BT ☎ 0273 401286
- **PD Direct**, Unit 3, Railway Ent. Centre, Shelton, Stoke ST4 7SH ☎ 0782 281506
- **Sea Soft**, The Business Centre 80 Woodlands Avenue, Rustington, West Sussex BN16 3EY ☎ 0903 850378
- **Unique PD Computing**, 144 Salters Road, Gosforth, Newcastle-upon-Tyne, Tyne and Wear NE3 3UP ☎ 091 284 7976

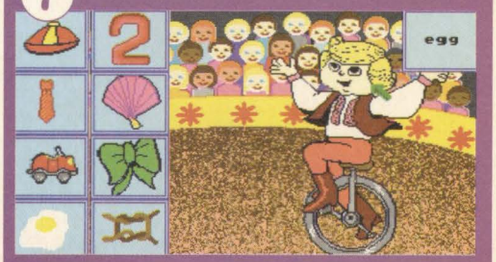
Deja Vu's top ten sellers

6 THINGAMAJIG



Who says jigsaw puzzles are boring? There are plenty of pictures to complete for the younger members of your family

7 BIG TOP FUN

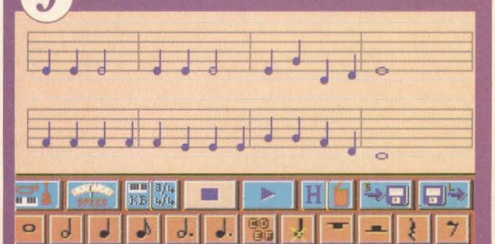


There's lots of variety and lots of fun to be had in this educational game. Kids won't even realise they're learning

8 JUNGLE BUNGLE

One of the friendliest adventure games you'll see. You won't have to touch the keyboard with the point-and-click interface

9 MUSIC BOX



Learning music the easy way. The program's sequel, *Concert Box*, is reviewed this very issue on page 57

10 FORMULA 1

Past the post in 10th place, this car-racing game puts you in the management seat of a motor racing game

AZTEK SHAREWARE For The P.C.

VIRUS PROGRAMS

0241 Scan (latest & best)
0256 VGA virus presentation
0242 Scanx
0263 Mcafee vshield
0264 Hypertext vsum
0252 Vcopy utility replaces copy
0213 Checkup (excellent)
0235 Virus scan for networks
0215 Cleanup Virus disinfector
0219 The dirty dozen (list of viruses)
0223 Provides almost complete protection
0228 Integrity master security anti virus
0229 Hard disk problem or real virus

ARCHIVERS

0135 Pkzip util to zip single files
0131 Pkwares archiver
0147 Sbez Great front end (VG)
0108 Make them anything
0122 Pkwares PKPAK archiver
0196 Utils for zip files
0145 Shark ARC shell manager
0009 ARCmaster front end
0041 Attica zip assistant.
0044 Convert any or all PAK ARC to ZIP
0109 Narc a stand alone de_archive util
0134 Pkware's fron end system for PKZIP
0831x Arcmaster v6.4 interface control sys

DIAGNOSTIC & DISK UTILS

0279 Anadisk complete util
4080x Quick cache (2)
4082x Intelligent disk cache & backup (2)
4046x Various diagnostics for your pc
4050x P.C. browse helps find info on files
4054x Intelligently delete files
4069x Harmless pranks at dos prompt
4074x Locate lost/forgotten files
4079x Compiler for batch files
4086x Quikmenu graphical menu system vga
4117x NEW structured language for dos
4118x Supersearch flexible file locator
4128x Convert an entire floppy to a file
4139x Treemaster hard disk directory manager
4149x Tweakers various utils to increase speed
4165x Vmix386 Multi tasking program
0783 Economical way to boost config
0854 Speed up AT h-drive & RAM
0855 A complete system reporting
0287 Backdoor hex file editor
0290 Omega utils for parallel port
0301 Disk at a glance shows usage
0322 De-frag your hard drive
0336 Easy format package
0495 ALT switch between progs (2)
0514 Back & Forth pro (3)
0523 Multiple boot up config
0594 Ezmenu fast & friendly
0609 Fast menu gold VGA (2)
0644 Megamenu v2.4
0650 Magic menus
0663 Menu Manager
0754 Wizard menu system
0764 3Dbench test speed of VGA
0769 Allmenu (Very good)
0784 Burnin Comp test for your P.C
0829 Diagnostics Program
0838 Hyperdisk Cache program
0845 Machinfo lots of info given
0858 Pctech1 high level bench marks
0867 Quick Cache v4.10 vg.
0887 16 Screens of pc info
0335 Disk duplicator v5.9a
0477 4Dos version 4.00 (2)
0517 Back & Forth task-switcher
0545 Timed command execution
0546 NEW Quality system menu program
0560 Hard disk directory sorter
0575 Optimize your BUFFERS in config.sys
0606 Gmenu v3.0 menuing program
0643 MenuDirect GOLD v3.0
0646 MENUMATIC excellent menu prog
0648 Menu from Mars
0675 Promenu
0681 Powermenu v5.31
0728 Turbo Menu
0758 Extended dos more dos commands
0766 80386 diagnostics
0770 ASQ memory tutorial
0834 Getrom read your bios & create a file
0855 Pcsys complete system reporting
0847x Double disk compression util

FILE UTILS

0904 Abc A file manager as easy as ABC
0905 Automatic file backup
0906 Autocat disk cataloging
0910 Add or delete LF/CR to files
0934 Blaize fast/safe MOVE/DEL/COPY
0945 Util for comparing directories
0943 Catdisk Cataloguing system
0956 Cleanup temp and bak files
0957 CopyMaster file management system
0970 Format/copy/verify/multiple disks
0980 Colorado disk manager
0989 Dazzle colorful file manager
1014 Director hard disk director
1009 Duplicate file locater
1016 DIS v3.23 nice disk manager
1017 Commando utils v2.10
1026 Floppy library database
1034 Disk-o-Tech file management util
1037 Directory scanner
1048 Add descriptions to directories
1263 Super disk copy
1293 Supersonic file finder
1415 Dazzle screen saver
1431 Foreign language font designer

SCREEN UTILS

1368 Blankit screen saver
1518 Mandelbrot fractals

MEMORY

1692 Ram disk adjust size no reboot
1699 Check ram status
1884 Mouse cursor designer

PRINTING

1952 Labels for 3.5" disks many options
1960 Banner maker design your own
1965 Barcode print utility
1970 Bradford v.2.0
2004 Bzprint 4 pages per sheet
2031 Fontasy a banner making program
2036 Form tool create and print forms
2044 Design and download fonts to epson FX
2075 Label maker supreme
2078 Labelmaster v4.0
2131 Onside (the best sideways clone yet)
2215 Quick label maker v3.0
2276 Emulate a plotter via epson printer
0503x Print magic

PRINTING LASER

2293 4print print many pages on an A4
2294 Soft & screen fonts for ventura
2299 Font creator/editor
2305 Baslerville fonts for HP laserjet
2310 Over 500 Bitmapped fonts (4)
2353 Use to print envelopes on laser jet VG!
2363 Fontloader load,scale,reverse etc..
2424 Laser-tools Various utils for soft fonts
2466 Big rock fonts 36>54 point

DESKTOP

2868 Phonebook phone database
2872 Display 'this day' in history
2938 Electronic telephone book
2818 Ample notice (calendar/alarm clock)
2840 Tel management system
2887 Make my day time mgmt system
2889 Managers desktop planner
2892 My Desk calc/notes/calander
2903 Prints personal calendar pages
2908 Calendar/wall planner with laser support
2915 Procalc professional popup calculator
2930 Scraps personal info manager

INTEGRATED

2958 All in one spread/dbase/wp/telecom
2959 Bakes dozen various utils
2961 Compass v1.0 Dbase/spread/Wp & more
2965 Dmate "sidekick" DESKMATE GOOD!
2966 Brown bags home base (3)
2969 Pc-desk v3.2 complete desk manager
2971 Powerdesk desktop organizer
2975 Timelord v1.3 integrated suite time mgt

WORD PROCESSING

2979 Aefolded Programmers folding editor
2988 Blackbeard text editor
3000 A collection of business letters
3034 Fred's editor windowed multi document
3027 Elvis superior V1 clone editor
3031 Stand alone spelling checker
3041 Freeword processor & spell checker
3042 Fsed v1.6 full screen text editor
3047 Galaxy lite
3070 Text retrieval system
3089 Black Magic hypertext system v1.5 (3)
3097 Maxi-read A writing analyzer
3099 Multi edit v4.00 (A MUST)!!!!
3110 New York Word v2.3
3126 Pc-write v3.03 (3)
3139 Optical character reader
3140 Writing style checker & common errors
3141 Proscribe grammar checker
3143 Qedit extremley fast editor
3154 Ravitz editor v1.0 programmable
3160 Soapbox writer v1.1
3173 Sharespell v2.0 spelling checker
3212 Word Fuge (2)

DTP

3392 First publisher art 12 pages
3408 25 borders for pagemaker etc..
3411 Generate business forms
3420 Datapub prints booklet/catalog/mail
3451 A collection of PCX files
3455 Tools for pagemaker

SPREADSHEETS

3507 A selection of 123 macros
3527 Alite v1.10 very powerful
3533 As Easy As 123 clone
3556 EZ spreadsheet easy & powerful
3574 Instacalc pop up spreadsheet
3620 Pivot v2.0 prints contents of s/sheets
3626 Qubecalc v3.02a 3d spreadsheet
3652 Turbo calc spreadsheet v8

FINANCIAL

3676 Automotive Accounts
3683 Simplified business bookeeping
3687 Freeways cashbook (3)
3698 Chiwrite checkbook manager
3704 Checkmate Accounting package
3717 Quotation maker for contracters
3720 Emily mailing list program
3721 Employee schedule upto 500 employees
3725 Express check v4.0 (2)
3730 Fastbucks v4.10 home finance manager
3732 The financial advisor
3734 Home finance program
3780 PAYE master (3)
3816 The stock trader program (3)
0403x Financial planning series (6)
0414x Home budget management system
0431x *Landlord Rental management program
0433x Loan Accelator manage your loans
0464x Mortgage planner the easy way
0494x Peltons financial utils (2)
0509x QUE accounting accounts receivable
0510x QUE accounting general ledger
0511x Regit v4.00 Point of sale program (2)
0514x Retire Planning prog for retirement
0522x Savings complete saving accounts
0527x Solvit fast financial calculator (2)
0547x Time and value of money
0553x Wallstreet display and analyse invmnt

DATABASE

3822 3by5 free form database
3840 Flexbase (3) v.g.
0929x File express v5.0 (3)
3871 Wynfields
0907x Church membership system
0933x Fishbase track your fishing success
0936x Track your grocery shopping
0938x Bowling league secretary
0939x Home helper a database to help at home
0943x Information please storage & retrieval
0965x Meal master database for recipes

Databases cont.....

0966x Membership system
0973x Catalog films with PCX pictures (2)
0981x Personal info manager
0984x Phonebook store and retrieve records
0986x Food costing for restaurants
0988x Full featured church membership
0989x Pdsbase nice database system
0990x Penpal blackbook mail list etc..
0995x Personal message database (2)
0998x Post card master mail cat program
0999x People pictures and sound database
1000x Professional filing system
1011x Build shopping list w/coupons etc..
1017x Powerful relational database system
1023x Swimbase record keeping for swim team
1025x The address book soloution TSR
1031x Cellar management system

WINDOWS 3.x

4938 Over 400 icons
4579x A CAD program for windows
4587x LEO a drawing program
4634x Painless accounting (3)
4638x Personal Case accounting program
4652x Paintshop display save print alter pictures
4667x A great screen saver
4702x Unicom comm program (2)
4709x Vgafonts bitmapped fonts
4713x Warheads startbase type game
4714x Winbatch language interpreter
4718x Take total control of windows
4720x Wincheck personal finance manager
4726x 3 games (2 card 1space)
4728x Read gif files & other formats
4738x A programmers text editor
4740x Virus scan by Mcafee
4966 Fonts for Abode Font Manager (5)
5023 Gnuchess
5054 Laugh a day pop up calander
5112 3.1 version of file manager
5116 Fish excellent animated screen
5119 FM sound program
5125 Font display/catalogue/print program
5182 A icon editor
5251 Music manager database
5279 Organize personal info manager
5286 BBS package
5303 Paint shop v2.02 graphics viewer
5347 Snagit screen capture & print
5394 How to do comms in visual basic
5399 Microsoft vbtools visual basic toolkit
5470 Database for windows
4429x Group your icons
4430x Address manager
5472 A collection of small windows demos
5507 Win Poker
4435x Alternate desktop professional

GAMES

1808x Miner sprite based game (vga)
1868x A challenging solitaire game
1873x A dungeon adventure game by Moraff
1878x Dungeon adventure game
1879x Mosaic jigsaw works with .PCX
1880x Merchants based on a trade wars game
1884x The adventures museum
1887x Moraffs world beginner version
1896x Nirvana adventure
1897x Cd-man EGA (pacman) very good
1900x Lay pipeline before oils starts flowing
1911x Packman with many options
1914x Pc railroading
1928x A variety of puzzle games
1932x Quatris tetris clone play 4 at once
1933x Quest d&d adventure game
1935x Exciting quiz game
1947x Scorched earth vga
1951x Scud attack war game with scuds
1953x A naval game
1957x Sherlock good strategy game vga
1958x Shoot excellent fairground game
1963x Shuttle rescue
1967x A good fighter pilot game
1995x Another Tetris game
2013x VGA Jigsaw puzzle game
2014x VGA pinball game
2016x Draw Poker
2018x Swim with the sharks vga & mouse
2024x Wizards lair D&D
2026x Wheel of fortune 2-5 players
2031x Wordplay
2034x High quaility style arcade game(XYPHR)
2036x Caverns of zoarre fantasy adve
7159 688 attack sub from maxwel

AZTEK SHAREWARE For The P.C.

Games cont.....

7161	551 point enhanced ver of the original
7164	Adventure write/create your own
7170	Captain Comic v3.00
1657x	Captain Comic v4.00
1593x	War on the sea navy battle game
1599x	A ballistic game
1606x	Battleship board game req mouse
1611x	Ship to ship combat game in space
1616x	Bingo mania computerised bingo
1624x	Bolo adventure
1629x	Box poker fast dice game
1641x	A dynaminc interactive football game
1651x	Quatris Pro edition
7174	Duke Nuken arcade adventure
7177	Ega start Trek v2.0
7183	Hugo whodunnit ega animated adv (2)
7190	Jacaranda Jim
7192	Commander Keen 1.31
1678x	3d chess
1686x	The race for galactic domination
1688x	Like Dr mario for nintendo VGA
1706x	Dungeon explorer fantasy role game
1711x	Federal hill a sport betting game
1712x	Lord of the rings text adventure
1721x	FS-pro a flight simulator (5)
1753x	Hugos house of horrors
1761x	Challenge (mind puzzles)
1766x	Fly a jet
1771x	Juggling tutor fast ega/vga
1775x	Kingdom of Kroz arcade/adve/strategy
1776x	Kung Fu Louie Martial arts game (3)
1787x	A slot machine VGA
1788x	A multi player war game
1789x	Mahjong Oriental board game vga
1793x	The maniac game with $10,000
1796x	Mastermind EGA required
7338	Comm Keen "aliens ate my babysitter"
7339	CaptainKeen v.3
7340	Comm Keen secret of the oracle
7341	Captain Keen v6.00
7199	Meltdown ega/vga adventure
7203	Dungeons & Dragons addictive
7204	Moraffs world vga beginners version
7217	Rick Dangerous
7221	The dungeons of silmar
7227	Supernova space adventure V.good
7241	Vga slot machine
7245	Secret agent (great game)
7246	Multi player flight simulator
7249	Alien (space invaders)
7251	Anacreon space conquest
7253	Ega Arkanoids
7260	Air traffic controller ega
7264	Battleships v2.3
7272	Blue balls VGA
7283	Pacman VGA
7286	Clone invader classic
7288	Crystal caves Vol 1
7291	Dark ages prince of destiny
7292	Dark ages the quest for the kings orb
7294	Dangerous dave vga multi level
7314	Impressive ford simulator
7316	Frac v2.0 3d tetris
7322	Catch the gophers great for the kids
7323	Galactic battle arcade
7327	Helicopter simulator
7354	Miner v1.1 vga
7358	Mosaic v1.0 multi player TETRIS
7361	Visual startrek ega/vga
7379	Pinball (great game)
7378	Vga version of Boulderdash
7387	Quatris pro math edition vga
7392	Rambcube v1.00
7399	Roadwars road warrior
7406	Scud Attack
7409	Shoot vga & mouse (excellent)
7438	Vampyre good ega\vga arcade style
7449	Willy the worm
7454	PC xmas lemmings arcade style game
7459	Apples and oranges (othello)
7472	Chinese checkers great graphics vga
7477	Ega backgammon can use mouse
7486	Mahjongg v3.4 vga
7488	Mahjongg for laptops (easy to see)
7491	Monopoly (colourful vesion)
7505	Sleuth (cluedo on the P.C.)
7511	Blackjack for 1 to 4 people
7513	Seven card stud poker
7520	Proffesional blackjack v6.00
7521	A blackjack tutor
7531	Bridge pal (a bridge game)
7535	Canasta (card game)
7549	EGA poker
7552	Play Gin rummy against the computer
7553	Hearts (the card game)
7555	Klondike (solitaire game)
7579	Vga poker
7647	FS3&4 mode manager (4)
7502	Scraml0 ega/vga scrabble up to 4 plyrs
7834	The complete crossword (2)

Programming

9861	Windows 'C' win boss routines (7)
9808	Quick basic news letters (5)
9972	Digitised voice toolkit for c
9965	Vga library c routines v1.5
2717x	A86-D86 assembler debugger
2723x	A programming language
2725x	Windows for quick basic 4
2737x	C++ tutor routines code & programs
2739x	C++ tutor all modules no text
2743x	C language tutor (3)
2756x	Programmers tech ref to MS DOS
2759x	EMS toolkit for C
2769x	C routines foe windows
2779x	Turbokit toolkit for pascal
2790x	Modula 2 language (2)
2788x	Modula 2 tutor
2799x	Pascal tutor (2)
2801x	Personal C compiler
2817x	Qwik screen utils (passcal)
2826x	Extensive library of C-code
2827x	Super basic programming language
9945	CLX function library (2) for c
9991	Form gen written in 'C' + source
10190	Various turbo pascal routines
10309	Menu generator for turbo pascal
10322	Mouse routines for turbo pascal
10336	Turbo pascal utils (source)
10499	Forth language generator (UK)
10554	Forth language (excellent) (5)

HEALTH & MEDICAL

0323x	Diet Analyser heart risk etc.. (2)
2870x	First aid basic techniques
6990	Cardio quiz demo
6991	Creative cuisine
6996	Nutrition analysis for healthy eating
6998	Figures nutrients of foods cholesteral too
6999	Your own private internist
7003	Fast food displays varies facts
7015	Myers briggs personality analyser
7029	Slimmer v2.1 (maybe v1.0 didn't work)

HOBBIES

0893x	Brothers keeper (family tree) (3)
0899x	Book librarian book database system
0910x	Chess tournament organiser
1669x	Crossword puzzle generator (2)
3276x	Family scrapbook Genealogical base (3)
7074	Almanac horoscopes
7078	Astrology program computes horoscopes
7081	Pc astral windows v6.0 for astrologists
7102	Crystal ball (tell fortunes)
7110	Fun time jokes alarms calanders etc..
7123	See what job your suited for
7147	Consult the mystical tarots
7153	Predict the weather

EDUCATIONAL

1426x	ABC good educational prog (CGA)
3804x	Dos help what is dos? (3)
1427x	Abc-talk teach talk,read,spell etc..
1428x	ABC's for toddlers v3.0
1429x	Math tutorial ages 4 plus
1430x	Do algebra on the computer
1432x	A collection of fascinating facts

Educational cont.....

1433x	The professional farmers almanac
1434x	Alphabet colourful animation to teach (4)
1439x	Amys first primer
1441x	A collection of baby games
1442x	A collection of Bass fishing tips
1447x	A chemical reference guide every element
1448x	Dads choice educational tool for all
1457x	Funny face allows children to create faces
1458x	Educational progs aged 3-7
1460x	Fastype typing tutorial
1464x	Shows time with map of the earth (2)
1467x	Allows you to experiment with gravity
1471x	Toddlers intro to computers
1473x	A tutorial on long division
1475x	Learn sign language needs cga or better
1479x	Memory master learn to improve memory
1483x	Morse code tutor
1492x	8 educational games ages 18mths to 4yrs
1498x	Regents tutor on biology
1499x	Regents tutor on earth science
1501x	Educational animated shapes ega & hd
1502x	6 areas of learning 4 to 14 years
1503x	Spellbound spelling tutor
1504x	Spellgame learn to spell & type
1506x	Subtraction master
1511x	Typing tutor in game format
1513x	Mini course on micro computing
1514x	Tutorial writer and educational toolkit
1515x	Typist-sharpen your typing skills
1517x	French language tutor
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1522x	Learn and expand your vocabulary
1523x	A collection of colourful games
1524x	A 4 in 1 word game educational
1526x	World guide tour the world print mapsetc
1527x	Three utils to aid writers

CAD/GRAPHICS

2572x	Award maker / printer
2573x	Good banner and sign printing
2588x	Molecular modeling creates 3d pictures
2592x	Curve digitiser
2606x	Printed circuit board design package
2608x	Easy electronic CAD package
2609x	An electrical circuit design program?
2629x	Gencad powerful (professional) (3)
2634x	Graphics workshop convert PIC formats
2649x	Create slide show demonstrations
2672x	AC circuit analysis program
2764x	Image processor
2684x	Rucursive realm fractal generator
2688x	Screwit library of screwheads for autocad
2699x	VGAcad good 3d design program
2700x	Capture pictures in a variety of modes
2704x	Raytracing program (good)
2709x	Gif/tif viewer-printer
3234x	Dancad v2.5 full featured CAD (5)

SOUND

3536x	A collection of adlib sound files
3551x	Adlib *.ROL files
3552x	Adlib *.ROL files
3579x	Sound blaster voice file Star-Trek
3538x	Drumblaster turn soundblaster to elc drum
3601x	Haunted house + sounds for sblaster
3610x	Turn your P.C. to a jukebox
3618x	Convert midi files to adlib ROL files
3620x	Soundblaster music composer
3621x	Make your own music with sounblaster
3630x	Play and record midi files
3645x	Sputter play different file formats (3)
3650x	Soundblaster file the three stooges
3663x	Complete package of .VOC files (5)
3664x	Voice kit tools for sound boards
3670x	Soundfile fred flintstone
3671x	Lurch from the adams family
9344	Adlib favourites 32 songs

Sound cont.....

9349	Player for adlib sound card
9350	Over 340 music songs for adlib (5)
9379	Blaster master utils
9381	Blastermaster toolkit v4.0
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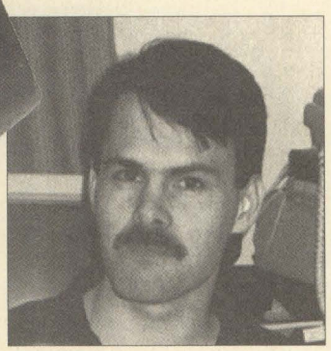
On-line action



Flashy graphics, lightening-fast gameplay and superb sounds – you won't find any of these in on-line games. And yet hundreds of comms users log on to them every day. Peter Wright explains the attraction...

On-line games sport the latest in text-based blocky displays, slow screen updates and mono-channel beeps which rarely vary in either pitch or duration – would I make a good salesman, or what? Seriously, though, despite these apparent drawbacks, on-line games are every bit as addictive as the latest 3D, vector-graphic masterpiece; in some cases more so.

On most bulletin boards these days there will be an option to enter an on-line Door. You can open these Doors to gain access to other programs that you can use while still on-line; usually these programs are games.

The games available generally vary according to the machine on which the board is being run, and the software it is running. For example, the greatest proliferation of games I have found tend to reside on *Wildcat!*-based PC boards. Usually, no additional software is required to play the games since they are all text-based. Many, however, do make clever use of graphics symbols and colours and so require that your terminal software can handle ANSI graphics (which most can).

Interactivity

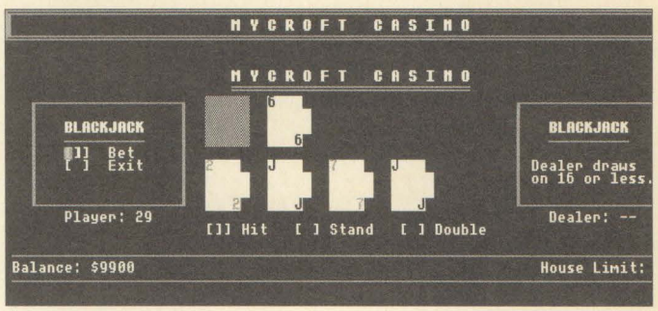
The main attraction with these games, with their bland graphics and screen updates so slow they would make even a ZX81 owner giggle dismissively, is the opportunity to compete against fellow human players. This interactivity can work on a number of levels from single-player games, where you try to get your name on the high-score screens, to multi-user games (MUGs), where more than one player, and often several, can take part in the game simultaneously, and the actions of one player can affect the others. Because most boards are connected with others in a network, you aren't limited to competing against other users of the board you log on to, but against users of any baord to which it is linked.

Single-player games

A lot of the single-player games are based on gambling. Shareware software houses, such as Motor City, have made a small fortune out of programming such bulletin board classics as *Card Guppies*, a game not unlike the hit TV show *Play Your Cards Right*, where the objective is to guess whether the next card in a random sequence is higher or lower than the one displayed previously. Poker variants and Blackjack hybrids are also available. A lot of the games enable the user to select whether to gamble their on-line time or upload ratio, or whether to simply play with electronic money.

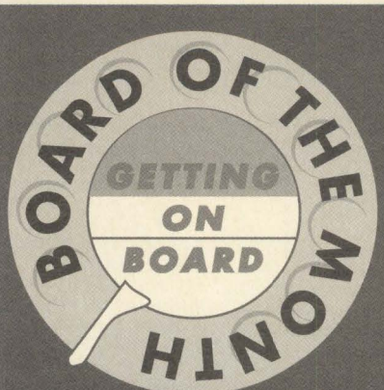
If card games are not your cup of tea, there are plenty of pretty neat casino-style games around. Many of these, like real casinos, offer a choice of games, from Roulette to Baccarat or whatever else takes your fancy.

If gambling isn't your scene (my, aren't we choosy?) and you prefer a spot of action then there are still games available that should



***Blackjack* – on-line style. One of a multitude of on-line gambling games available**

Metnet



Based in Hull, Jon Witty's Metnet bulletin board system has to rate as the single most ambitious free-access system I have ever come across. It runs on a *very* expanded Amiga 1500 providing dial-in access through seven lines, multi-user chat and conferencing areas as well as multi-user adventure games, a dedicated Amiga programming class and a user list that reads like the Who's Who of the UK computer software industry.

After starting life back in March 1990 as a floppy disk-based Amiga board the rate at which the system has grown is phenomenal... and it is still growing! Jon tells me that the current plans are for a further three lines to be added (taking the number up to ten) as well as adding CD-ROMs (notice the plural) and linking into the Shareware Distribution Network (SDN), a vast network of boards dedicated to promoting and distributing shareware and public domain software on a range of machines.

By this point the ST- and PC-owning readers are probably beginning to get a little upset having seen the word 'Amiga' crop up a few times. Fret not! As well as Amiga file and message areas on-line, the board also has an equally vast number of areas available for the ST- and PC-owning fraternity, a situation which is, unfortunately, quite rare.

Mail conferencing fans are extremely well catered for as the board is a member of both the FidoNet and Wapow networks, thus providing well over 200 different mail conferences. Regular readers of this column may remember me talking about FidoNet a couple of months back and the growing number of Fido boards that are allowing their users to issue File Requests, ie, requests for files that reside on different boards. Metnet is one of these and it can prove extremely useful for users desperate to find a file without having to ring around every board in the phone book. Simply leave a message in the appropriate conference asking for the location of the said program and then talk nicely to Jon to see if he will get it for you!

Metnet offers multi-line access on a scale that I have not seen anywhere else on a free-access system. Multi-access provides a lot of potential for the board's users to communicate interactively with each other and Metnet has taken full advantage of the situation. Users can not only chat with each other but they also have the opportunity to play against, or with, each other in the board's multi-user games.

Metnet is the UK support board for the

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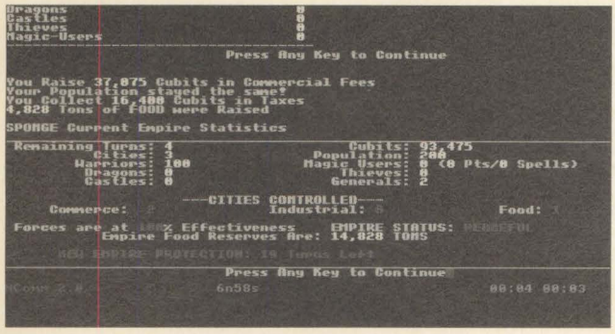
) 6) TREASURE HUNT
) 7) ROLE PLAYING
) 8) AMUL SUPPORT
) 9) AREXX AREXX
) 0) ROUTE TO SPECIA
BACK TO LAST MENU | G:- CONFERENCE CHAT | H:- SYSOP
- MAIN MENU | E:- EDIT OPT'S
Choose now and have FUN)

Metnet doesn't have just one menu of games... it has so many on-line games they are categorised and placed in separate menus

appeal. Many seem to date back to the early days of the ZX81 when a full stop was a high-velocity ballistic missile and a capital O was a turbo-powered space ship. However, some have caught up with the times – *Tetris*, for example. If you think about *Tetris*, although fairly fast-moving, it doesn't really have to have that much happening on-screen at any time and so makes an ideal on-line game. Add a touch of colour and it's almost as good as the real thing. For the faster modem users there are also numerous versions of *Space Invaders* and even *Pacman* around.



***Dragon Warz*, a very involved 'play-by-E-mail' adventure game, is literally bursting with screen after screen of complex numerical statistics**

A sense of adventure

Dragon Warz is one of a group of 'play-by-E-mail' adventures that are the next step up from the single-user games, but are not a proper multi-user game as they cannot be played in real-time. Basically, *Dragon Warz* is a role-playing game in which each player is the lord and master of their own realm in an imaginary world. Each day the players download a list of moves ranging from simply raising money through taxes, to aiding a rebel uprising in enemy states – either those of other players, or those belonging to the computer force (known as the Malarchi). Each day, after all the moves have been made, each computer in the game network mails its series of moves on to the other boards in the chain so that all the players can find out what moves the others have made.

As the game develops this serves to make the game very complex, with armies on one board grouping together to launch strikes on larger, more powerful boards. To make things even more interesting it is possible in the later stages of the game to invoke magical spells to cause events such as earthquakes and plagues.

Real-time action

Dragon Warz is very much a strategy-style game; it sports a wealth of statistical read-outs for its players; it has to be played slowly and with a great deal of thinking time. For real-time kicks however, players should look into the world of MUGs, true multi-tasking, multi-player adventure games. MUGs are generally much the same as text-based adventure games that can be bought for any home computer, but with a major difference: more than one player can take part at the same time, and their characters can interact within the game. What this means, though, is that these games are restricted to boards that have multiple phone-lines so that more than one user can be logged on to the board simultaneously.

MUGs generally rely on user interaction in order to solve certain puzzles, or gain additional points. This usually means that a wealth of commands are built into the game purely for communicating and interacting with the other players, commands such as Wave, or Grin. A rather unfortunate downside of the MUG is the size and power of the systems needed to run them. While they are a fairly common sight on commercial electronic mail systems, locating a bulletin board with a MUG is a difficult task, although they do exist (see board of the month).

On-line games can be a great deal of fun, but they can also make the phone bill go up faster than if you invited Maureen Lipman around for a cuppa. If your local board has a few games, though, it's worth taking a look at them – there's bound to be something that'll get you hooked.

● *If you want to play* Dragon Warz, Card Guppies *and* Tetris *they can be found on, among other boards, Piston Popper ☎ 0424 853361*

● *If you want to communicate with me on-line, then why not Netmail me over FidoNet at address 2:440/80, or in the Comms conferences on Ilink, TNet, or FidoNet*

PD

Dedicated games board

Major on-line multi-user games are quite rare on bulletin boards, but are common in the commercial comms sector. One company in particular, On-line Entertainment Ltd, has set up a system dedicated entirely to multi-user games. At the moment the system only supports two games: *Fed* (a text-based space adventure) and *Air Warrior*.

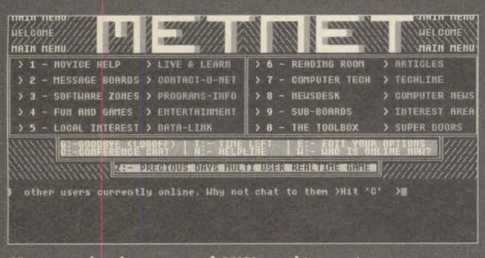
***Air Warrior* is a major leap forward for on-line games technology since it is, in fact, a flight simulator requiring special public domain software (available on-line) to be running on the user's machine (be it PC, Amiga or ST).**

Playing the game enables you to pit your flying skills (depicted on-screen with some great hi-res graphics) against those of up to 30 other players at the same time. For more information ring On-line on ☎ 081-558 6114 (voice).

AMUL (Amiga Multi-User games Language). *AMUL* is a language designed specifically for the purpose of writing multi-user on-line adventure games on the Amiga, and was written the very talented Oliver Smith. Metnet is usually the first board in the UK to get any new games written in this language. It currently has one *AMUL* game on-line called *Precious Days*, a modern-day adventure romp with a touch of magic thrown in for good measure, and there are plans to provide more. Indeed, Metnet actively encourages its Amiga-owning users to download the *AMUL* system and write some of their own adventures. It is shareware and the registration fee is just £15.

Metnet also has a large number of single-player games on-line where the idea is simply to compete with previously set high scores. There is also a 'play-by-E-mail' fantasy role playing/strategy game.

Owing to its interactive nature the board has a very mature and friendly feel. Pop into *Precious Days* (the multi-user adventure game) and, providing there are other users playing at the time, you will be instantly inundated with, "Hi! from Joe Bloggs"-type messages; everyone is dead keen to communicate with other users, which is, after all, the underlying purpose of using a bulletin board.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> 7 - COMPUTER TECH > TECHLINE
> 8 - NEWSDESK > COMPUTER NEWS
> 9 - SUB-BOARDS > INTEREST AREA
> 0 - THE TOOLBOX > SUPER DOORS
other users currently online. Why not chat to them >Hit 'C'

Metnet makes heavy use of ANSI graphics to give some excellent effects. This screen is actually animated (I know *you* can't see it but you'll have to take my word for it...)

DF Developments Star-Net File Area Stats V1.5
Created : Mon 01-Jun-1992 at 00:02:53
Area 30 ATARI VIRUS 6 files 167133 bytes
Area 31 ATARI SYSTEM UTILITIES 28 files 1495027 bytes
Area 32 ATARI ART AND UTILS 16 files 1213472 bytes
Area 33 ST UTILITIES 36 files 1296053 bytes
Area 34 ST MUSIC & VTE'S 15 files 831822 bytes
Area 35 ST COMM'S 61 files 2928646 bytes
Area 36 ST ARCHIVERS 17 files 746608 bytes
Area 37 ATARI BUSINESS 12 files 804800 bytes
Area 38 ST GENERAL FILES 65 files 4125688 bytes
Area 39 ST DISK 69 files 1743446 bytes
Area 40 ST GAMES AND DEMOS 23 files 1360173 bytes
Area 41 DESK TOP PUBLISHING 29 files 2628278 bytes
Total files in all areas: 369
Total Bytes in all areas: 19353146 (18.46 Megs)
[B]rouse new files (verbose)
[N]ew files scan
[Q]uit

Large file areas are available on-line for the PC, Amiga and ST, a rare sight these days!

Without some gripes this wouldn't seem an objective look at Metnet. To be honest I can only come up with one; it's not a local call for me! But being based in Hull the board has an extra benefit for local callers; they can spend as much time on-line as they wish for only 5p, since Hull has its own telephone service.

One final point. I have said that Metnet is a free-access board, which means that callers do not have to pay for the privilege of logging on. However, like shareware software, a good board is worth supporting with your wallet. Jon doesn't force anyone to subscribe but he would be quite happy if any users sent whatever theythought the board was worth in his direction.

● Metnet can be contacted on ☎ 0482 442251. Have fun! (I'm sure you will.)

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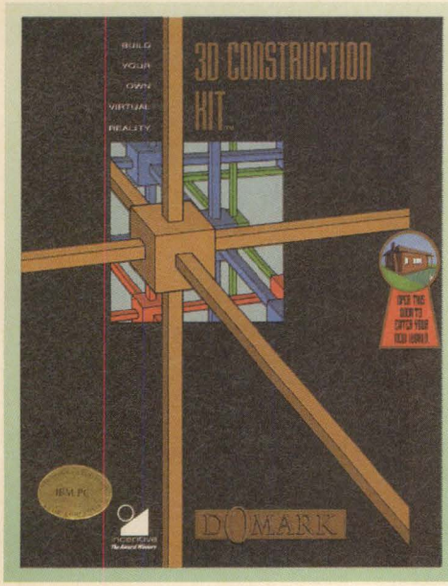

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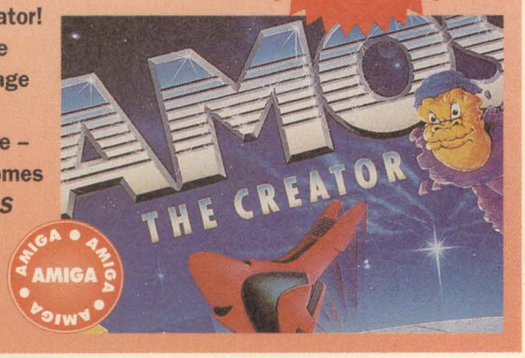

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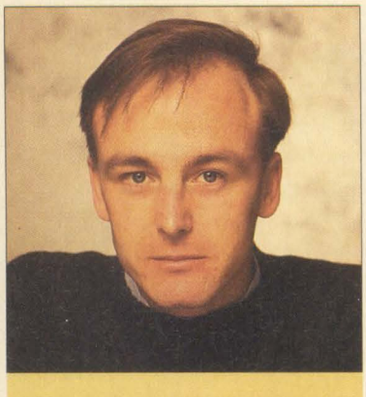

Business & Applications

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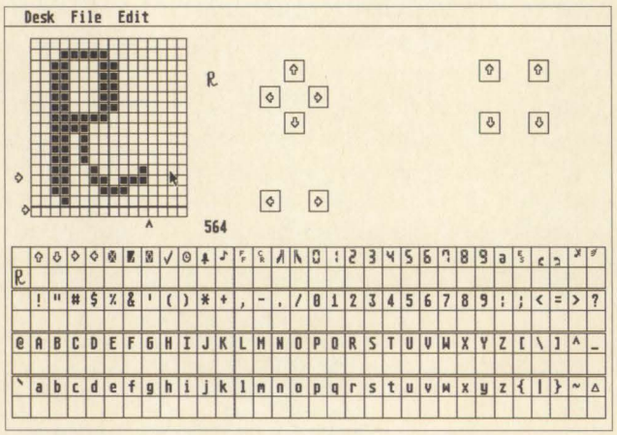
Management – that's what all section's all about. Managing your time, your resources, and your money. PD and shareware can help you out with all these problems (especially the money). Jerry Glenwright does the business with the latest batch of software...

The hottest news of the month is the release of the latest version of *As Easy As* (5.01), the small-price spreadsheet with the big feature list. Pitched directly at the likes of commercial offerings *Lotus* and *SuperCalc*, at a registration price of just £45, it ought to do well. *As Easy As* is undergoing testing right now, and there'll be a full review of the product next month. In the meantime further details about the product can be obtained by calling Shareware Publishing on ☎ 0297 24089.

This month also sees the promised update to *LyneWriter*, as well as the brilliant integrated time manager *Time Lord*, and an unusual PC project handling package. There's a brand new Amiga text editor, and the twin to last month's *VidBase* for the ST.

Mike McLoughlin, the author of *Marketeer* (which would have been awarded a Seal of Approval if we had been giving them out in issue two, which is when the program was originally reviewed) wrote to me recently. Apparently, we credited Fantasia Shareware as the place to get the program, as well as a number of others. The company, unfortunately, went out of business last October!

Mike suggests Testware (☎ 0423 886415) as a suitable supplier because he keeps the library up to date with the very latest versions. Alternatively, contact Sterling Data Services direct at 2 Fairford Road, Tilehurst, Reading, Berkshire RG3 6QB ☎ 0734 427333.



Standard stuff as far as font editing's concerned. There's a large editing matrix though, and a nice display of the current font along the bottom of the screen

CED & Pfont

Having two font editors might seem a bit pointless, not to say excessive, but *CED* and *Pfont*, both designed to increase the abilities of SoftLogik's immensely popular desktop publishing package *Publishing Partner*, compliment rather than duplicate each other. *CED* is used to create fonts which can be displayed on a computer's screen, whereas *Pfont*'s function is to create fonts which will be dumped to your printer.

Getting into print

Sounds a bit long-winded? Well, there a logic behind it all. If you design a screen font using an editor such as *CED* and you can display it on-screen in a variety of sizes without any problems. But try to print that same font in anything other than the point size in which it was originally created, and you'll have big problems of the blocky outline variety! In other words, screen fonts and printer fonts just ain't interchangeable.

To get around the problem, the guys behind American Atari fanzine *Current Notes* came up with separate font editors *CED* and *Pfont*. Using the former, you design a font and name it. Then open up the latter, recreate the same font and save it with the same name. *Pfont* creates an object-orientated outline font which can be scaled to any size at print time without losing resolution.

The programs are shipped together on Caledonia's DTP disk DTP-16, along with a variety of on-disk docs and resource files. Neither is archived, so using them is a simple matter of opening up the relevant directory and double-clicking either program.

Few similarities

Both *CED* and *Pfont* are GEM-based, but there the similarities end. *CED* is functionally similar to other font editors you might have encountered. There's a large editing matrix in the top left corner and a listing of the current font across the bottom of the screen.

Fonts are created by selecting a character to overwrite from the existing font, then clicking font pixels into place onto, or removing them from, the matrix. As you build a character, it is displayed real-size to the right of the matrix and below the letter it's replacing. With *Pfont*, the characters are created using a full-screen blank drawing area and a variety of line and curve tools. On-line help completes the package.

Sparse documentation

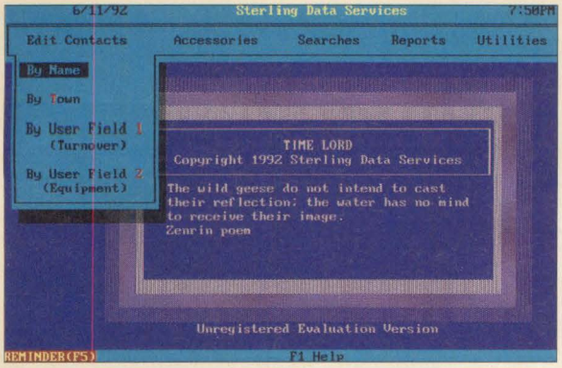
Both programs are simple to use once you've messed around with them for an hour or two. The documentation is sparse but what information there is should help you on your way.

There are already lots of compatible fonts available in the public domain which you can use as a basis for your own designs or simply to see 'how it's done', and the programs are shipped with a public domain version of Helvetica – probably the most used font on the entire planet! If you use *Publishing Partner* and want to increase your font collection, *CED* and *Pfont* are well worth a look.

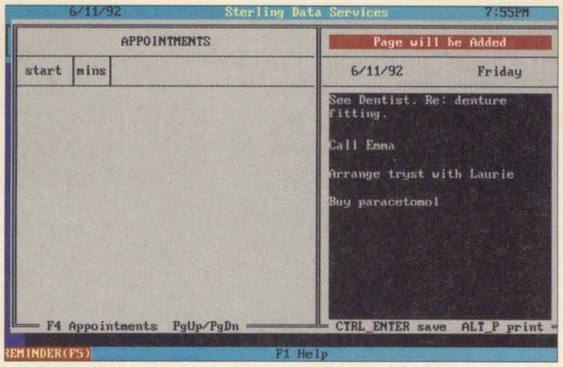
IN BRIEF

Type	PD
Author	Unknown
Requirements	512K • Mono only
Disk number	DTP-16
Available from	Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

ST 70%


6/11/92 Sterling Data Services 7:58PM
Edit Contacts Accessories Searches Reports Utilities
By Name
By Town
By User Field 1 (Turnover)
By User Field 2 (Equipment)
TIME LORD
Copyright 1992 Sterling Data Services
The wild geese do not intend to cast their reflection; the water has no mind to receive their image.
Zenrin poem
Unregistered Evaluation Version
REMINDER(F5)
F1 Help

The *Time Lord* main screen. From here you can enter the diary, database or contacts manager, summon a calculator or phone home!



The diary is summoned from the menu bar or by pressing F6. You can jot simple notes, enter appointments and cross-relate data to other modules

Time Lord

So much to do and so little time to do it? What you need is a PC personal organiser...

Not the camp space and time do-gooder of the same name, but a powerful PC personal organiser package designed to squeeze every last second of efficiency from your valuable time. Ten years ago, the guys behind the ring-bound pocket book with the expansive price tag made a moderate living selling their leather-bound wares to those in need of organisation. Then along came the yuppie, and moderate livings became massive killings as the nouveau riche fell over themselves to a buy piece of FiloFax's action.

Now it's available in electronic form for your PC – personal organising rather than the paper-based item itself, that is. *Time Lord* is a comprehensive collection of integrated programs – diary, contact notepad, reminder pad, appointments book, 'to do' list and so on, orientated towards managing your time efficiently.

Using *Time Lord* begins with the inevitable installation procedure. Fortunately, the program suite is accompanied by a custom installer which runs from floppy and bungs the software-proper on to your hard drive. What's more, the installer makes no assumptions about your PC literacy, preferring instead to prompt with simple choices. The result is an installation which is both fast and simple.

Hack through the installation, and you'll end up with a custom directory overflowing with *Time Lord*'s multitudinous data files (and here's a thing. You'll have to edit your CONFIG.SYS file to enable *Time Lord* to open all those files).

Running the program is as simple as typing TLORD into the command line. The screen clears and seconds later *Time Lord*'s main display appears. The program is fronted by a menu bar giving access to all the features. Menus are activated using the cursor keys and there are a vast number of sensible keyboard shortcuts and function keys to guide the familiar through the program.

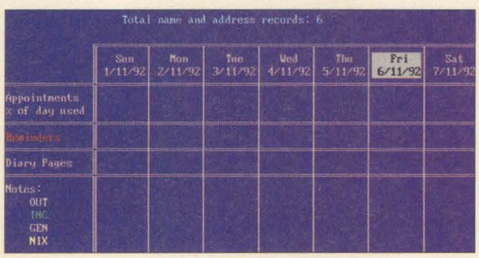
The first thing you'll see after running the program is a humorous quote (I hate them, but you pays your money), and the pop-up reminder to tell you of any important events for the day. Then control of the program is given over to you. Perhaps the feature you'll use most at first is the diary. You enter it by selecting the option from the Accessories menu or pressing F6. A calendar is displayed which enables you to choose a diary date which you want to edit, then the diary-proper is displayed.

Like all the modules, data from the diary can be cross-related with that from the others to produce an information flow designed to keep you on your toes, time-wise. You can link diary appointments to contacts and have them pop-up in the reminder, or add them to the To Do list and attach a priority Do By date.

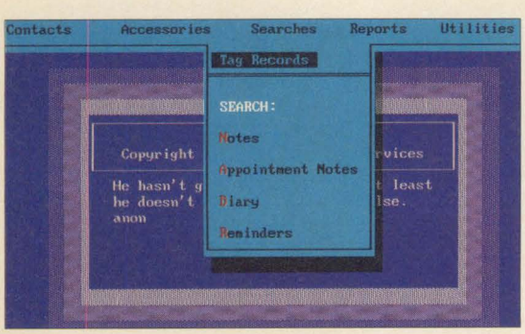
The Accessories menu also gives access to the calculator, calendar, appointments list, To Do list, reminders list and, as they say in the K-Tel ads, much, much more.

Other features include a document database which enables you to pull together text files from anywhere on the hard disk then catalogue, view and manipulate them using a built-in viewer and report module. There's also label printing, *WordPerfect* and *WordStar* compatibility for data merging, a screen-saver (after ten minutes of inactivity the screen is blanked), auto-dialling (the module automatically selects Mercury for long and otherwise expensive calls) and efficiency-boosting picklists for everything else!

A ludicrously small £29 registration fee secures you a data file packer, an export/import patch (so you can lug in output from *dBASE* and so on) and a database rebuild utility to enable you to recover after an inadvertent power-down, as well as technical support and ease of conscience! If there's a better time manager, I've yet to find it.



An exceptionally useful summary feature enables you to determine the percentage of your time assigned to appointments and so on, on any given day



Comprehensive searching facilities are available from the Searches menu enabling you to look for records from a variety of sources (including the appointments list and notepad)

What's CONFIG.SYS (...and how do I edit it)?

CONFIG.SYS is a text file stored in the root directory of your boot disk (floppy or hard drive) which enables you to control the way in which DOS boots and manipulates your PC.

A typical CONFIG.SYS, for example, contains information about the type of keyboard you are using (British, German, Italian and so on) and how many buffers are assigned to disk data flow. In addition, using CONFIG.SYS, you can specify the number of files which DOS can open simultaneously – and that's what we're interested in here.

***Time Lord* requires a large number of files to be open at once in order to provide the program's extreme flexibility. But most default CONFIG.SYS files specify 20 files as a maximum which isn't enough. Here's how to alter the number. First, enter**

TYPE CONFIG.SYS

and press Return. The file's contents are displayed on screen. Now type

REN CONFIG.SYS *.OLD

press Return, and type

COPY CON CONFIG.SYS

Return again, then type the contents of the old CONFIG.SYS into the command line EXACTLY as they originally appeared, pressing Return at the end of each line. There's just one exception. When you come to a line like

FILES=20

then type

FILES=50

Continue until all the original lines and the amended line have been typed, press Command-Z, then press Return. A new CONFIG.SYS file has been created. Next time you boot, DOS will allow 50 files to be opened at once – more than enough!

IN BRIEF

Type	Shareware
Author	Mike McLoughlin
Requirements	640K • Hard drive • DOS 2.0 or higher
Registration fee	£29
Available from	Sterling Data Services, 2 Fairford Road, Tilehurst, Reading, Berkshire RG3 6QB ☎ 0734 427333

PC 89%

Money makes the world go around, and accounts make people's heads go into a spin, so take the easy option and digitise your incomings and outgoings...

Computers and home accounts – are they compatible?

Back in the days when home computers with 64K of RAM were deemed elephantine, when *Galaxians* and *Ant Attack* still seemed like neat games, when... well, when home computers were still a novelty, those in the know (ie, the self-styled computer experts) were frantically thrashing around for a suitably-serious use for their machines. It wasn't enough that the device entertained – oh no! What was needed was silicon justification. Tracking home and small business finances became the touchstone of home technology.

Of course, as everyone knows, unless you have 25 employees and a turnover of a couple of million, the easiest way to track anything is with a pencil and bit of paper. By the time you've switched the machine on, booted the software and generally got going, you've wasted more time than it would've taken anyway if done your accounts the 'traditional' way (on the back of your cheque-book normally)! Sure, the VAT registered must keep accounts on computer, but for lots of one-horse businesses, the ink-spattered ledger is still a viable alternative.

There are lots of competent, comprehensive financial software packages out there, but decide whether you really need them , OK? And the beauty of shareware is that it let's you try before you buy, so what could be better?

AmiCash

Another in a long line of computer currency, cheque and account trackers designed to take care of your finances, *AmiCash* provides comprehensive manipulation of bank account direct debits, cheques, withdrawals (and any deposits you may care to make occasionally).

There's no installation procedure required. *AmiCash* is shipped ready to use, together with comprehensive documentation (on disk obviously) and a hard drive installation utility. The program works fine from floppies, so the smallest system will also be able to make full use of it.

AmiCash opens with a cross-hairs mouse pointer and two big buttons. Using the one to activate one of the others, you can elect to create a new account or open an existing one. Click one of the buttons according to needs, the display clears, and seconds later, you're presented with an almost blank black screen, divided into four columns headed: Date, Transaction, Amount and Balance. Standard stuff for this type of program and in keeping with ordinary bank statements.

To use *AmiCash*, start hacking in transactions. Up to 27 transaction can be displayed on screen at once. If you exceed that limit, a click in the lower half of the screen will scroll up the next page; a click in the upper half will make it scroll back to the previous page.

Date	Transaction	Amount	Balance
15/08/91	No Transaction	0.00	250.26
18/08/91	Cash Withdrawal	10.00	240.26
20/08/91	Cheque Deposit [Bonus Cheque]	65.50	305.76
22/08/91	Cash Withdrawal	40.00	265.76
25/08/91	Standing Order	50.00	215.76
26/08/91	Interest Paid	0.86	216.62
26/08/91	Tax Paid	0.22	216.40
29/08/91	Cash Deposit	25.00	241.40
01/09/91	Cheque Debit [Driving Lesson]	14.00	227.40
05/09/91	Cheque Debit [Book Club]	15.95	211.45
06/09/91	Cheque Debit [Shopping]	200.00	14.95
28/10/91	Cheque Deposit Sold Car	450.00	464.95

You can view up to 27 financial transactions on-screen at once

The program will store and manipulate up to 300 transactions, enough, surely, for all but the most ambitious of you (and if more are needed, then simply create another file and continue). Nice touches include mouse control for everything and hard copies that are printed out simply by pressing F10. The program is intelligent too, in that it skips the cursor from column to column, option to option as you progress through transaction editing. Other features include tax and interest awareness, standing orders and direct debits and an attractive nice (though lo-tech) menu screen.

A couple of Keith A Grant's products have had pretty short shrift on these pages in the past. His *AmiBase Pro* thing was panned, and deservedly so, but it now seems that the man behind KAG Productions (now called One Vision – makes you wanna barf, right?) has woken up to the possibilities of a bit of decent programming, and produced something which is not only useful but also a pleasure to use. Unfortunately, there's still a lot of fawning drivel in the on-disk docs to get through before you encounter any solid information, but it's all in there if you care to find it.

Grant still seems unsure as to the difference between PD and shareware. The *AmiCash* doc files are littered with messages proclaiming *AmiCash* as PD and urging you to copy and distribute freely. You are, however, asked to send a 'shareware contribution' should you find the program useful. So *AmiCash* is shareware, right?

The final question is, does anyone really use personal finance tracking software? I mean really use it, not just push overdraft figures around for an hour or two hoping they'll go away? If Grant is to be believed then real people do keep control of their small-time finances using a computer. Fine. If you're one of them, then *AmiCash* is as good as any poke-bag guardians I've yet seen for the Amiga. Cheap, too.

IN BRIEF

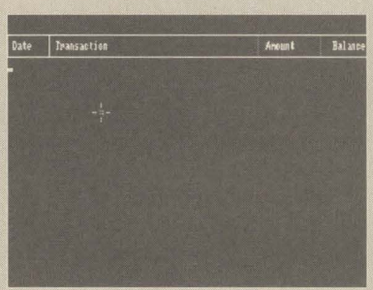
Type	Shareware
Author	Keith A Grant
Requirements	512K
Disk number	1700
Registration fee	Discretionary

Available from:
17-Bit Software, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH
☎ 0924 366982

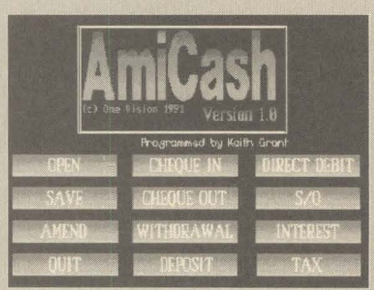
AMIGA 75%

How to sort out your financial straits with Amicash in four economic steps

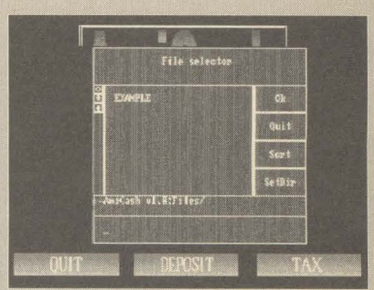
After double-clicking the *AmiCash* icon, this is what appears. You use the cross hairs to select either button, click, and continue. If it's the first time you've booted AmiCash click on New



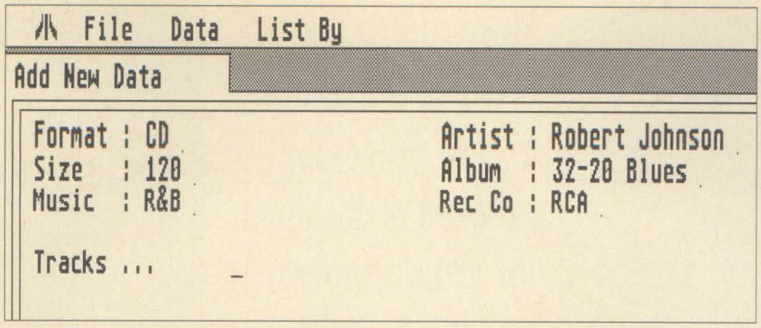
The screen clears and you're presented with this display – minimalist, right? The first thing to do is press Return for a null transaction, then enter your account balance



After entering your current balance details, pressing the right mouse button produces this menu screen. It's typical of Keith A Grant software – and rather pretty



You can dump your transactions file safely to disk at any time by selecting the Save button from the menu screen and using this rather nifty file selector. It's all very straightforward



Once a new file has been created, pull down the Data menu and select Add (or press F11 – it comes to the same thing). A blank card record appears on screen for you to fill in the details

RecBase

You know the track but which album is it on? You could look through your whole collection or you could use RecBase (which is a lot easier...)

Remember the dedicated video database reviewed last month? Here's its twin. Written by Simon Wilkinson the man responsible for *VidBase*, *RecBase* (with that name it couldn't be by anyone else, right?) does for records, tapes, CDs and in fact, any aural stimulant, what *VidBase* does for the video industry – enables proprietors to organise their stocks in an efficient and coherent manner.

Of course, any old database will catalogue anything you care to throw at it, and most home users organise their somewhat smaller collections in just that way. Those earning their wad from selling records and tapes however, need software they can rely on, and that's why in this case, dedicated software is such a good idea.

A double-click to run

RecBase as shipped is immediately usable. There's no installation procedure; just open the *RecBase* folder, double-click the *RecBase* icon, and seconds later, the program is up and running.

Using *RecBase* begins with creating a new database file using the Open option from the File menu – the program is fully GEMmed...

Like *VidBase*, *RecBase* works fine with both floppies and hard drives. Obviously the latter will give far more scope for storage, but even a humble floppy provides enough space to catalogue dozens of discs and tapes.

Not only that, but you can create as many independent storage files as you have disks to store them on. By careful categorising, you can assign one file to Country and Western, one to Heavy Metal, one to AOR and so on, thereby breaking down the stock into manageable chunks and making efficient use of the backing storage available.

Up and running, the program is a pleasure to use. A standard menu bar interface overlays an impressive selection of keyboard shortcuts, so creating a database is straightforward and fast. Open the program, press F1 to specify a new data file, name it, then start hacking in the data.

The details of each record tape, CD or what have you are stored on a digital representation of a card from a card index file, so you'll feel instantly at home with the display.

Each card is headed with artist, record title and label information which facilitates fast sorting and searching. In addition, there are fields for format (CD, DAT, Vinyl, tape and so on), play time, and tracks (although typing in the latter might be more trouble than you think it's worth).

Comprehensive searching

The program will display all the records in a database in a variety of ways including by artist, label, title or track, or you can search for a particular item then dump it to the printer as a paper report of how may copies are in stock.

One very nice feature is the availability of on-line help. Although not context sensitive, *RecBase*'s help facility is structured via a front-end menu so that you don't have to wade through reams of unwanted text before finding out, say, how to delete a batch of records from a data file, or how to add the time and date.

Other unusual features include the file rename and kill options available from the menu bar (which, when used in conjunction with the file list feature are particularly powerful ways to make the most of available disk space), time and date read-outs, and a memory function which enables you to determine exactly how much ST RAM remains available.

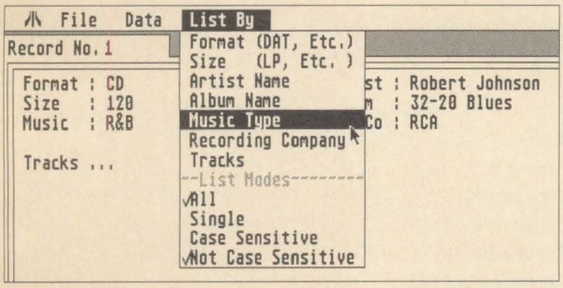
Printing is comprehensive. You can print individual records, a selection or the entire database, and the program supports all Epson-compatible devices (ie, almost every dot matrix printer in the known Universe). In addition, you can dump the card/record currently on screen, or elect to print a report about the current data file.

Like *VidBase*, the printer routines are intelligent – the program doesn't fall over if your printer isn't connected or is switched off or some other fault occurs. *RecBase* simply reports the fact and reverts back to file editing.

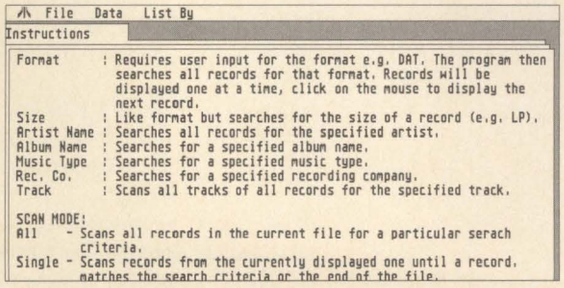
Completely free!

Perhaps the most remarkable feature, though, is that there isn't even a hint of a registration fee for *RecBase* – the program's in the public domain!

Everyone from market stall bootleg...er traders, to HMV would benefit by organising their stocks with *RecBase*. There are few better reasons to pay the price of a disk.



Using the List By menu, you can elect to sort and search for records by any key field including artist name, album name or even catalogue number


File Data List By
Instructions
Format : Requires user input for the format e.g. DAT. The program then searches all records for that format. Records will be displayed one at a time, click on the mouse to display the next record.
Size : Like format but searches for the size of a record (e.g. LP).
Artist Name : Searches all records for the specified artist.
Album Name : Searches for a specified album name.
Music Type : Searches for a specified music type.
Rec. Co. : Searches for a specified recording company.
Track : Scans all tracks of all records for the specified track.
SCAN MODE:
All - Scans all records in the current file for a particular serach criteria.
Single - Scans records from the currently displayed one until a record, matches the search criteria or the end of the file.

On-line help is available at all times via a separate menu and collection of buttons. It's comprehensive, easy-to-read and better than doc files any day

Is dedication what you need?

A dedicated database is one which can store and retrieve data just like any other information manager, but users of the software are limited to one type of data – in *RecBase*'s case, records, CDs, DATs, eight-track cartridges, wax cylinders and the like.

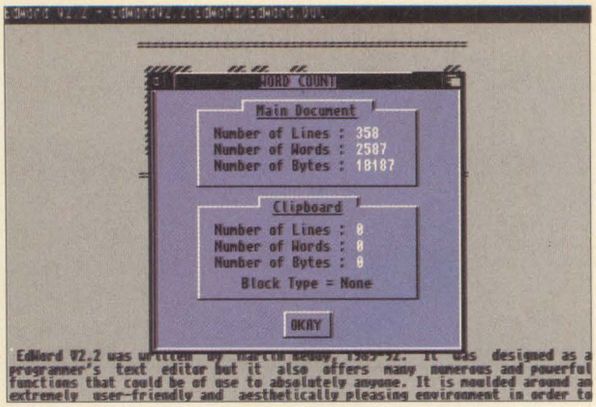
Generally, dedication is not a good thing in a database. Packages designated as dedicated tend to be cut-down versions of the real thing (the point of a database being to manipulate data in whatever form). But occasionally, as with *RecBase* and last month's *VidBase*, dedication provides features and functions which can't be found elsewhere.

And the moral? Make sure any dedicated database has some specific features a general database can't offer before buying it.

IN BRIEF

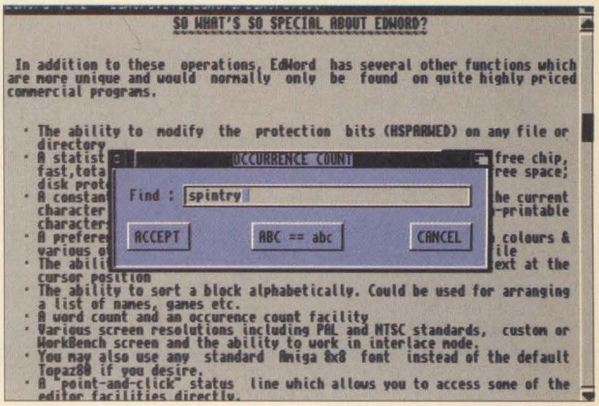
Type	PD
Author	Simon Wilkinson
Requirements	512K
Disk number	AU0132
Available from	Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

ST 80%



Despite its lack of word processor status, for a text editor *EdWord* features dozens of useful extras, such as an accurate word counter...

More than a text editor, but not quite a word processor EdWord is designed for programmers, but at a fiver, it's worth investigating by everybody...


SO WHAT'S SO SPECIAL ABOUT EDWORD?
In addition to these operations, EdWord has several other functions which are more unique and would normally only be found on quite highly priced commercial programs.
OCCURRENCE COUNT
Find : spintry
ACCEPT
ABC == abc
CANCEL

...which can also make short work of counting the occurrences of specific words within a document. And it does all this pretty darned quickly, too

EdWord 2.2

Following a two and a half year development cycle (sounds good, at least), Martin Reddy's text editor *EdWord* has finally appeared. Written initially as an aid for programmers, *EdWord* grew and grew until finally, the program became a fully-blown text editor which can be used by anyone. So, bung in the boot disk, double-click *EdWord*'s icon and seconds later, nothing appears on screen.

Nothing, at least, untoward.

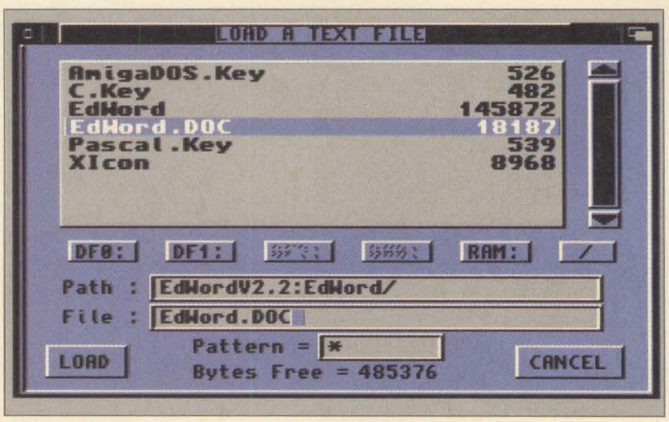
You see, unlike many text editors and word processors whose authors insist upon regaling you with reams of unwanted and unnecessary information, *EdWord* features little more than a menu bar, scroll bars and a few items of text across the bottom of the screen, and that makes a refreshing change. Available screen space is given over to your text files.

Bare essentials

Of the items which do make it to glowing phosphor, there's a date read-out, line and column indicators and current tab size and mode indicators (insert or overwrite). Just enough to keep you abreast of document and program status but never more than you need.

To begin editing, pull down the File menu (after summoning the menu bar) and select Open. A pretty dialog appears from which you can select an existing text file (or enter the name of a new one). *EdWord* loads the existing file, then you're ready to start typing.

EdWord features a full compliment of file operations including Save As, Delete and Rename. In addition, there's access to AmigaDOS for those who know what to with it. The Search and Replace function is particularly good. You can specify direction and case sensitivity, and the operation is very fast. There's also a useful Find Next feature to save time and keystrokes.



Martin Reddy, *EdWord*'s creator, has bolted on some of the prettiest dialogs you'll see outside an A-level language class. Open File features bold and readable text

Unusually for a program of this scope, *EdWord* features an excellent Undo feature which enables you to 'go back one step' after accidentally deleting a section of text or otherwise messing up text or a file. Common in the Macintosh world, you won't find Undo in many Amiga programs with price tags of less than a £100.

Word counting is fast and accurate, and you can elect to count the occurrence of specified words, as well as all those in a document.

One or two off-beat features are included (and reflect *EdWord*'s programmer orientation) such as function key definition, a system status dialog showing free chip and fast RAM, drive details and so on, and 'text casing' which enables you to search for occurrences of a specified word and change its case.

Don't panic!

On-disk docs step you through some of the program's features, but you'll need to register to get the full manual. Programmer Marty, unfortunately, is one of those guys who believes quoting from the *Hitchhiker's Guide to the Galaxy* is like, really neat, but nonetheless, the docs are reasonable written (if full of grammatical errors) and provide enough information to get you going. Anyway, *EdWord* is nothing if not intuitive.

Registration at little more than the price of Stephen King paperback (that's a fiver for non-horror fans) buys the latest version of the program, an on-line help module with full documentation, *EdWord*'s complete source code (the adventurous – read 'gluttons for punishment' – can take it apart in an attempt to improve it) and one or two other 'little goodies' which apparently the man Reddy has been dallying with recently. And that 'latest version' inducement certainly sounds like it's worth getting hold of.

Apparently, although not cut down, the version on general release (2.2) is not the best available. So pay your registration fee (a mere £5) for more upgraded features and extra functions than you'd think you could cram into a drive (a list appears in the program's on-disk docs).

OK, so it isn't the next *Protext* but then, it's not meant to be. *EdWord* has enough funky features, however, to ensure its suitability for almost any occasion. And at this price, you're buying an awful lot of program...

Text editing versus word processing

***EdWord* is described by its author as a 'text editor', not as a word processor, but isn't that simply a case of splitting hairs? What's the difference?**

Well, no, as it turns out. Although word processing does indeed involve editing text, and can therefore be honestly and accurately described as text editing, the reverse certainly isn't true. Text editors do not process words (in the computer context), they enable you (usually programmers) to enter and edit lines of text. There's no formatting, no margins, no italics, no hidden codes, just plain simple text.

Illogically however, it's perfectly possible to use good text editors as word processors, and that's exactly what can be done with *EdWord*. There are enough features – and all available for a fiver – to ensure that the program is perfect for letters, laundry lists, betting slips – even an entire novel if the muse takes you.

Text editors and word processors: define your needs and take your pick.

IN BRIEF

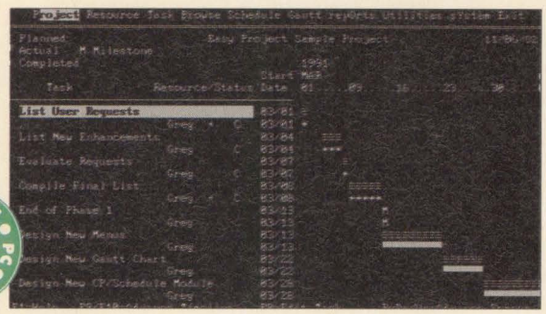
Type	Shareware
Author	Martin Reddy
Requirements	512K
Disk Number	1776
Registration fee	£5

Available from
17-Bit Software, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH
☎ 0924 366982

AMIGA 75%

Easy Project

What's where, and when? Who's doing which job? Resource management can be a headache – but where asprins fail, can Easy Project succeed...?



Wondering what on Earth the Gantt chart looks like? Here it is! Projected work is plotted against that already completed, enabling you to get a clear picture of the progress

For thrusting executives who career around shouting, 'time is money!', and other clichéd but accurate adages, *Easy Project* is a must. As its name implies, the program enables those involved in project management to manipulate project resources such as time and labour accurately and efficiently.

A few years ago, most companies entered into projects willy-nilly, assigning jobs to anyone at hand, commissioning freelancers and generally spending money like it was going out of fashion.

Nowadays, with the use of engineering practices for non-engineering projects (at least, non–traditional engineering), all that is at an end. And rightly so – how many thriving companies are teetering on the edge of the financial abyss because of bad resource management? Right! Just look at the appalling 'Chunnel'.

Easy Project is a software attempt to banish bad management. The program provides a top-down definition structure to enable those responsible for projects to break their objective into a series of tasks, phases and levels according to priority. By offering a graphical display of a project and extensive report facilities, *Easy Project* organises your project into a coherent step-by-step whole.

The program is shipped in a self-extracting archive which can be decompressed on to floppies or your hard drive (obviously the latter affords more convenience). To install, create a suitable directory, CD into it and type:

```
A:EZPROJ
```

plus the destination drive. You'll be warned about impending installation and prompted to continue. Answer in the affirmative and within minutes, the program's ready to run. (Although the Files option in CONFIG.SYS must be edited. There is however, a sample CONFIG.SYS shipped with the program. See the *Time Lord* review on page 75 for a fuller explanation of CONFIG.SYS).

All the operations are accessed from a standard PC menu bar featuring menus activated using either cursor keys or a highlighted letter in the menu name.

To use the program, select Project from the menu bar and start hacking in the data. This consists of a unique project number, description, time periods, and any associated holidays. Next, select Resource, and enter information about plant and labour. Finally, choose Tasks, and hack in actual task information, ie, the jobs which make up the overall project.

Once all this has been entered *Easy Project* can begin to make sense of your project. The first thing is to get the program to generate a schedule. This will enable you to see exactly when each portion of the project must be completed, when your resources will be tied up and more. Schedules can also show 'milestones', a kind of edited project highlights detailing major or transitional periods within a project.

You can also summon a 'Gantt' chart plotting planned, actual and completed steps against one another – an invaluable tool in determining just how a job is progressing.

Finally, the Reports menu enables you to generate hard copy information on a variety of project subjects including work plans (by task, resource or a summary), project status, earned value, resource list, formatted task list and more.

There's also a pop-up text editor which you can use to assign an *Easy Project* 'narrative' to any part of a project. Narratives act as simple reminders and save you from generating masses of notes on the backs of fag packets and envelopes which are invariably lost.

A large number of built-in utilities enable you to rebuild and re-index crashed data files, delete and undelete file batches, clone resources from existing projects, back up the current project and configure both your system and printer for optimum use.

Other features include automatic scheduling, *dBase*-compatible output and projects featuring a massive 2,000 tasks. Context-sensitive help is available at all times and with a program like this, you'll need it. Not that *Easy Project*'s difficult to get to grips with – quite the opposite in fact – it's just that with so much on offer, and a vast amount to plan, remembering key strokes and program operation won't exactly be at the top of your priority list!

One really nice feature is the sample data file ('Easy') that the authors have provided for you to pore over. By using this, it's possible to gain an insight into how *Easy Project* ticks and what it can do for you – if only all complex software came with such handy sample data...

Single-user registration at $59 (around £30) secures a version of the program without the shareware message screen, a printed and bound manual, technical support and free BBS access (although as it's in the States, you might not benefit a great deal from this latter inducement).

IN BRIEF

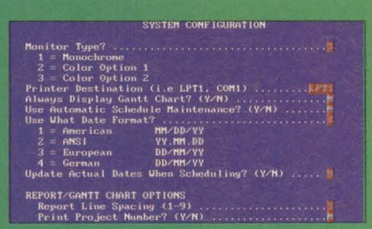
Type	Shareware
Author	Parcell Software
Requirements	512K • Hard drive • DOS 2.0
Disk number	6877
Registration fee	$59 ($30)
Available from	Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871

PC 75%

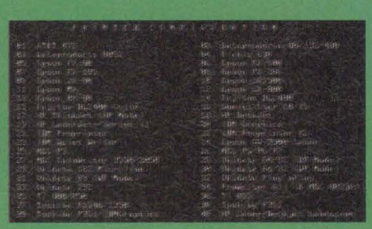
Setting up Easy Project to suit your personal tastes (and your system's...)

STEP-BY-STEP GUIDE

The first step after dearchiving *Easy Project* is to set it up for optimum use. Fortunately, the program is equipped with a large range of built-in utilities to achieve just that. Setting up might take a little time, but the effort is well-rewarded



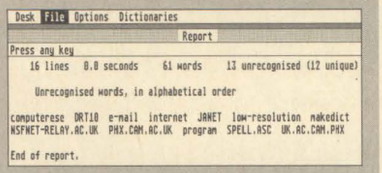
Select option J from the Utilities menu to summon the System Configuration dialog. Choose the required options – type of monitor, the way dates will be displayed, etc – and the new set-up is saved. Options such as switching between American and British data formats make using the program a pleasure



Now choose option K from the same menu to configure your printer. Printer configuration consists of choosing a driver from the supplied list. There are 40 drivers available, so you should be able to use even the most obscure devices with the program. Driver data is then loaded each time you run *Easy Project*

Finally, if you're upgrading from earlier versions of the program, such as 3.0, you'll need to convert your existing data files. You can do this quite easily by selecting option L from the Utilities menu. When the prompt appears, type in the location of your data files and *Easy Project* does the rest...

Spell/ST 3.2


Desk File Options Dictionaries
Report
Press any key
16 lines 8.0 seconds 61 words 13 unrecognised (12 unique)
Unrecognised words, in alphabetical order
computerese DRT10 e-mail internet JANET low-resolution nakedict
NSFNET-RELAY.AC.UK PHX.CAM.AC.UK program SPELL.ASC UK.AC.CAM.PHX
End of report.

Comprehensive on-screen reports tell you everything you need to know about a spell-checked file. The info can also be dumped to disk

Comprehensive spell checking is what *Spell/ST* is all about, and the latest version, 3.2, offers more features than ever before. The program's GEM-based, which means that, rather than using it as a desktop accessory overlay in the usual way, you open up the program just like any other application. When it's running, *Spell/ST* provides a standard menu bar with which you can open an existing text file for checking.

This is slightly less convenient than the DA overlay method, but it does mean that the authors have packed in more features than most other spell checkers.

The program displays spell checking reports on-screen or you can elect to send them to a file. You can create custom dictionaries, and open and close them at will, check for split infinitives, switch case sensitivity, log unknown words, perform frequency counts and summon a vast range of other statistics. Checking is fast (there's a 'time taken' field in the reports) and the program is accompanied by a dictionary with over 60000 words (including 5000 names and places and 2500 computer terms).

Plain, simple, but quality fare.

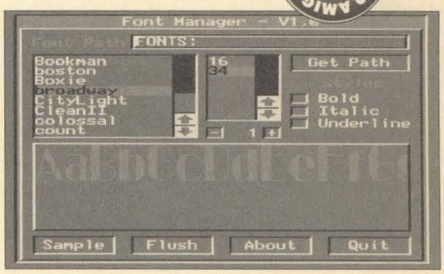
IN BRIEF

Type	PD
Authors	Murray Langton & David Tilley
Requirements	512K • Mono
Disk Number	1642
Available from	

South West Software Library
PO Box 562, Wimbourne,
Dorset BH21 2YD

ST 70%

FontManager



This is the pretty little dialog is from which you select and view any font in a variety of point sizes and typestyles

This is one of those neat little utilities which do nothing more than let you get a clearer picture of what's happening on your system – in this case, relative to the fonts installed there. The program enables you to locate and view fonts located on your disks.

If all your Amiga does is spend time being programmed or played with, then font management isn't an issue, but for those for whom fonts are their business – desktop publishers, illustrators, typographers, artists and the like – keeping track font collections can be a real pain. Standards such as Helvetica and Times are easy, but some of the more exotic fonts are burdened with equally exotic names which are difficult to remember. When it comes to finding one of them... well, an unbribed Imelda Marcos voter would be easier to locate.

Font Manager can be run with a double-click from the Workbench, or its name and arguments hacked into the shell. And once it's up and running, the program enables you to select and view any installed font in all its sizes, in a variety of styles including italic, bold and underlined.

FontManager is simple, solid stuff, yet if it's what you need, you'll wonder how you ever managed without it!

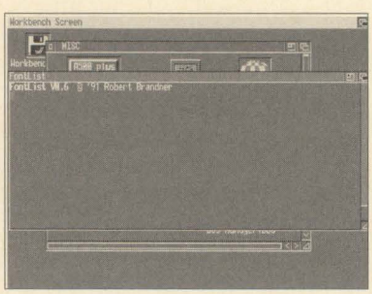
IN BRIEF

Type	PD
Author	Robert Salesas
Requirements	512K
Disk number	Home Business Pack #2 Disk #6
Available from	

Essex Computer Systems, 118 Middle
Crockerford, Basildon, Essex SS16 4JA
☎ 0268 553963

AMIGA 65%

FontList



All you'll see after double-clicking *FontList*'s Workbench icon is this simple dialog, but it's enough to let you know that the printer is cranking out fonts in the background

Just the thing to go with *Font Manager* *FontList* is yet another useful and indispensable utility to help catalogue and care for irksome fonts.

Whereas *Font Manager* enables you to display fonts on-screen in a variety of sizes and typestyles, *FontList* provides a permanent hard copy of those installed on your disks, by dumping them to a printer.

And not, as its name suggests, just a list of them either. The program actually prints the name of each font, in that font. With an installed version of Broadway, for example, you'd see a line of type printed with the Broadway font on your printer. The printed line consists of the name of the font, samples of print in all its available sizes, and an extra line of sample print in the largest size.

What that means is that you can keep a catalogue of all your favourite (and not so favourite) fonts. To use one, all you have to do is look through the catalogues, choose a font by look, then search your disks for it by name!

The program runs from an icon on the Workbench and requires nothing more than a flick of your printer's on-line switch to do its stuff. A simple dialog is displayed so that you know what's happening, then the fonts are printed.

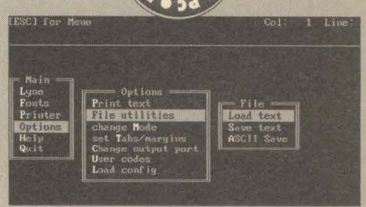
IN BRIEF

Type	PD
Author	Rob Brandner
Requirements	512K
Disk number	Home Business Pack #2 Disk #6
Available from	

Essex Computer Systems, 118 Middle
Crockerford, Basildon, Essex SS16 4JA
☎ 0268 553963

AMIGA 65%

LyneWriter



Lashings of pop-up dialogs and menus make *LyneWriter* look more like a full-blown word processor – without it losing its simplicity

Frontal lobotomy surgery for your PC is the best description of what *LyneWriter* does: it removes all traces of aberrant behaviour. When your PC refuses to print, when your printer refuses to be programmed, when your envelopes come out of your Epson printed on the flap and so on, *LyneWriter* sorts out the problems.

The program is similar to a word processor but outputs text directly to an attached printer. This enables you to address envelopes with ease and even send control codes direct to a printer to set it up.

LyneWriter 1.0 was reviewed in issue three, but now there's the all-singing, all-dancing shareware version (2.3), bug-free and stuffed with features. See the original for a full review, but here's just some of what's new: full-screen editing, printer macros, search and replace operations, faster menu and pop-up operation, custom configurations via a separate 'config' file, masses of printer drivers, auto-underline and title centring, proper printer on-line testing, custom margins and ... much more.

Version 3.0 is in the making as I write; expect another review soon...

IN BRIEF

Type	Shareware
Author	Roger Cope
Requirements	512K
Registration fee	£25
Available from	

J R Cope, 6 St Margaret's Drive, Craig-y-don, Llandudno LL30 1YD

PC 85%

The best of the rest • The best of the rest • The best of the rest

What do mean, you haven't bought every issue of *Public Domain*? Shame on you. You don't know what you've been missing. Just to taunt you we're gonna give you a taster right now. Here are the top-scoring business and applications programs from issues one to eight...

PC

❶ Easy Edit II — Issue 2 — 95%

AsEditCo, Warren Cottage, Warren Lane, Elmswell, Suffolk IP30 9DT ☎ 0359 41601

A superb and friendly word processor that is so packed with excellent features that you will hardly be able to believe the £35 shareware fee.

❷ Homebase — Issue 1 — 95%

Brown Bag Software, 2155 South Bascom Avenue, Suite 114, Campbell CA 95008 ☎ 0101-408-559-4545

What this desktop organiser doesn't offer you definitely don't need – word processor, database facilities, compact comms functions to name a few.

❸ PowerMenu — Issue 1 — 90%

Brown Bag Software, 2155 South Bascom Avenue, Suite 114, Campbell CA 95008 ☎ 0101-408-559-4545

A friendly menu-driven replacement front-end to do away with the dreaded DOS.

❹ Marketeer 2.1 — Issue 2 — 90%

Testware, 46 The Avenue, Harrogate North Yorkshire ☎ 0423 886415

For the field sales rep, *Marketeer* is a contacts manager and sales prospecting system and is the ultimate tool in organising lists of clients.

❺ Word Fugue — Issue 2 — 90%

Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

An excellent and adaptable word processor that even generates tables and lists with the minimum of fuss and includes an 100,000-word dictionary. Shareware.

❻ Goal Seeker — Issue 3 — 90%

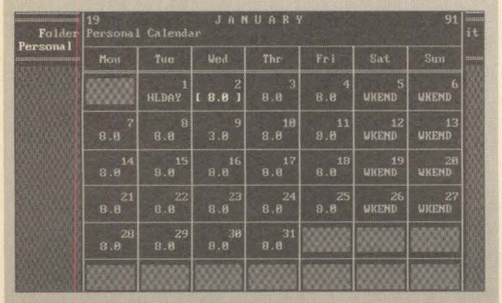
Brown Bag Software, 2155 South Bascom Avenue, Suite 114, Campbell CA 95008 ☎ 0101-408-559-4545

A handy little add-on utility for speadsheets that can work out the relationship between data so that you can work out 'goals'.

❼ Task-Pro — Issue 5 — 87%

Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871

Delegates tasks to the right people to make sure the job gets done using this handy organisation/scheduler program. It looks pretty good, too.



***Task-Pro*: keep track of who should be doing what**

❽ Mathpad — Issue 8 — 85%

Wilkes and Son, Bunbury, Tarporley, Cheshire CW6 9PE ☎ 0829 260775A

Possibly the most comprehensive scientific calculator you'll find for your PC.

❾ Do-Spell — Issue 7 — 85%

SMS Shareware, 19 Corshalton Road, Camberley, Surrey ☎ 0276 681864

A Dutch spell checker might sound as useful as chocolate teapot, but it comes with an English dictionary, tons of useful features and a high recommendation from us.

❿ Boxer — Issue 7 — 85%

Wilkes & Son, Bunbury, Tarporley, Cheshire CW6 9PE ☎ 0829 260775

One of the new generation of text editors with its own customised windowing environment and an undo function that can take you back through 512 operations.

ST

❶ Word400 — Issue 6 — 95%

Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

A stunningly good word processor that can be installed as a desktop accessory so that you can call it up, even when you are using another application.

❷ Double Sentry Elite — Issue 6 — 93%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness ☎ 0463 225736

Upgrade of *Double Sentry*, a massive collection of everything you need to track and manipulate small – and large – business finances. Simple to use and packed with features.

❸ FastBase — Issue 3 — 93%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness ☎ 0463 225736

Possibly the best shareware database in existence, *FastBase* enables you to open up to 22 database files at once and is stuffed with features.

❹ Arabesque — Issue 4 — 92%

South West Software Library, PO Box 562, Wimborne, Dorset BH21 2YD

The drawing package that no ST-owning draftsman should be without.

❺ Sheet 2.0 — Issue 1 — 90%

Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

A spreadsheet that can cope with the most complex of today's financial double dealings.

❻ ST Writer — Issue 1 — 90%

Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

Quite simply one of the best shareware word processor around for the ST – it beats the pants off most commercial products too, so what are you waiting for? Get it.

❼ Fone Cost 2.0 — Issue 2 — 90%

Ainley Publishing and Communications, 16 Copyground Court, Copyground Lane, High Wycombe HP12 3HG

If you want to keep your phone bills to a minimum you need *FoneCost* – it counts BT phone units ticking by as you natter away.

❽ Opus — Issue 3 — 90%

Softville, Unit 5, Stratfield Park, Elletra Avenue, Waterlooville, Hants

A true third-generation spreadsheet with extended mathematical functions, a fully functional text editor and lots more besides.

❾ QuickView — Issue 8 — 85%

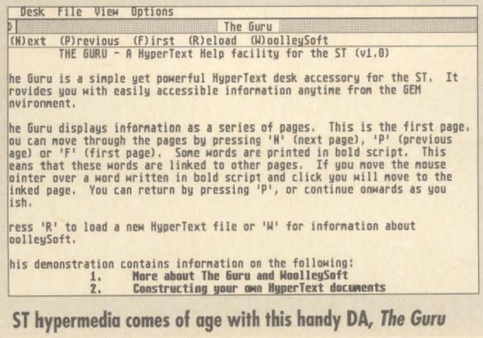
MT Software, Greensward House, The Broadway, Totland, Isle of Wight

Fed up with uncontrollable, one-way only documentation files? Then *QuickView* is the answer. It enables you to browse back and forth at your leisure.

❿ The Guru — Issue 5 — 85%

Wooleysoft, Humblesknowe Cottage, Ramoyle, Dunblane, Perthshire, Scotland FK15 0BA

A interactive card file system that can be called up from within GEM applications.


Desk File View Options
The Guru
(N)ext (P)revious (F)irst (R)eload (W)ooleySoft
THE GURU - A HyperText Help facility for the ST (v1.0)
he Guru is a simple yet powerful HyperText desk accessory for the ST. It rovides you with easily accessible information anytime from the GEM nvironment.
he Guru displays information as a series of pages. This is the first page, ou can move through the pages by pressing 'N' (next page), 'P' (previous age) or 'F' (first page). Some words are printed in bold script. This eans that these words are linked to other pages. If you move the mouse ointer over a word written in bold script and click you will move to the inked page. You can return by pressing 'P', or continue onwards as you ish.
ress 'R' to load a new HyperText file or 'W' for information about ooleySoft.
his demonstration contains information on the following:
1. More about The Guru and WooleySoft
2. Constructing your own HyperText documents

ST hypermedia comes of age with this handy DA, *The Guru*

AMIGA

❶ TextPlus 3.0 — Issue 7 — 92%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

TextPlus 3.0 is a word processor positively dripping with the kind of features you would normally have to pay huge amounts of money for. An essential purchase.

❷ AMOS Database 3.01 — Issue 6 — 92%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

Masses of text and picture manipulation, pop-up menus for everything, simple file access and a very impressive front-end make AMOS database 3.01 the best database package you're going to find in the public domain.

❸ Uedit — Issue 3 — 90%

Cranham's Leisure Software, PO box 7, Bletchley, Milton Keynes, MK2 3YL ☎ 0908 640763

A fully-customisable text editor which means that you can make *Uedit* fit your exact requirements. What's more, it's a doddle to use, too.

❹ Text Engine — Issue 3 — 86%

17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

Text Engine is simple to use and offers a comprehensive range of features.

❺ Unit — Issue 7 — 85%

Essex Computer Systems, 118 Middle Crockerford, Basildon, Essex SS16 4JA ☎ 0268 553963

The ultimate measurements conversion program. Everything from litres to pressure.

❻ TapeCover — Issue 4 — 85%

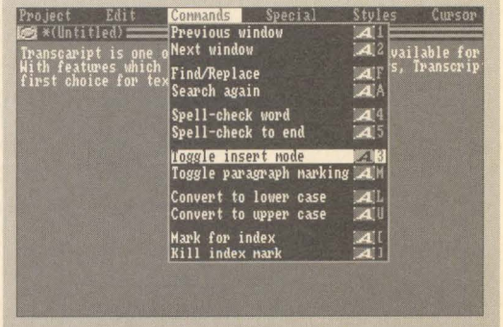
17-Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

If you make a lot of your own recordings on cassette tapes then you need an easy-to-use tape cover designing program. And that's exactly what this is.

❼ Transcript 1.0 — Issue 2 — 85%

Software Expressions ☎ 0272 637634

An exceptional word processor, packed with features and lightening fast to use.



***Transcript*: as clear as the morning dew and a lot more intuitive**

❽ Road Route — Issue 4 — 80%

Vally PD, PO Box 15, Peterlee, County Durham SR8 1NZ ☎ 091-587 1195

How to get from A to B using major roads. Written for the US so you'll have to put in a little time and effort feeding in your local data to make it work for you.

❾ Text Plus — Issue 2 — 80%

Amiganuts United, 169 Dale Valley Road, Hollybrook, Southampton SO1 6QX

Another very good word processor which is absolutely bursting with features.

❿ ElectroCAD — Issue 3 — 80%

Crazy Joe's PD,145 Effingham Street, Rotherham, South Yorkshire S65 1BL ☎ 0709 829286

A comprehensive schematic designer for the electronic doodler. It provides an on-screen drawing board dedicated to the design of electronic circuits.

End of the road

It's with great sadness that I write this final column. For, instead of the usual Next Month box, I'm afraid it's time to say goodbye. This will be the last issue of *Public Domain* to be produced.

The purpose of *Public Domain* was to provide the reader with a guide to what's available from public domain and shareware software. I think we achieved this goal very well. But there is another criterion that a magazine must fulfil to be successful; it has to make a profit for its publishers. Something, sadly, that the magazine has not been doing of late.

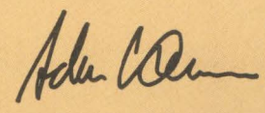
We've tried cover disks, we've tried variations in the format of the magazine and, above all, we've constantly improved it to make it a better and better product. However, it has become apparent that there simply isn't a large enough market to support a magazine in this field.

And so the decision has been taken, shortly before deadline and after the bulk of the pages have already been produced, to close the magazine.

I honestly believe that we have done everything we could to make it a success; no one could have tried harder and there's nothing we haven't tried.

Subscribers need not worry; you'll be written to separately advising you of what will happen as regards reimbursement for your remaining unmailed copies.

I would like to say a big Thank You to everyone who's supported *Public Domain* over the past nine issues. To everyone at Future who's been involved with the magazine, to all our contributors, and especially to all out loyal readers. We're just sorry that it became impossible for us to carry on any longer. Believe me, no one will miss it more than my staff and myself who have put countless hours of hard work into it.



● You can still read about all the latest public domain and shareware software through many of Future's other titles, which now have expanded PD areas: *Amiga Format*, *Amiga Power* and *Amiga Shopper* regularly cover the subject for the Amiga. *PC Format* has a section for PC owners and *ST Format* caters for all you Atari ST users.

Contributors: Jerry Glenwright, Maff Evans, Nial Grimes, Peter Wright
Photography: Ashton James ● Illustration: Jeremy Pyke, Ian Ellery
Lino & Scanning: Simon Windsor, Simon Chittenden, Chris Stocker,Jerome Clough, Jon Moore

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KEY

- **B&A** Business & Applications
- **D** Demos
- **F** Feature
- **H&E** Home & Education
- **G** Games
- **P&U** Programming & Utilities

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FREEWAY LEDGERMASTER (4) Major integrated system.
FREEWAY PAYE MASTER (3) UK PAYE program.
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PC DOS HELP (1) Menu driven help for DOS.
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SENIOR PHYSICS FACTS (1) UK program.
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Replacement power supply £39.95
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The AD speed made by ICD fits in place of your microprocessor. It uses a 68000 chip running at a switch able 16Mhz with cache or standard 8Mhz to give virtually 100% compatibility. The 68030 SST for the Mega ST gives phenomenal speed with a 68030 running at 50Mhz! The SST has space for 8Mb on board RAM, TOS2 included.

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Croydon CR0 8RJ

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